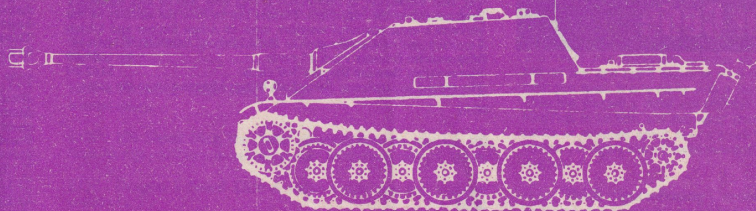


MILITARY SIMULATIONS PTY. LTD.



# MAIL ORDER CATALOG

Autumn 1998

## MILITARY SIMULATIONS

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### Babylon 5 Card Game

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.

|   |          |
|---|----------|
| Narn Starter Deck 60 cards, rules, dice .....       | \$17.00  |
| Centauri Starter Deck 60 cards, rules, dice .....   | \$17.00  |
| Earthforce Starter Deck 60 cards, rules, dice ..... | \$17.00  |
| Minbari Starter Deck 60 cards, rules, dice .....    | \$17.00  |
| Babylon 5 Starter Display 720 cards .....           | \$183.00 |
| Babylon 5 Booster Pack 8 cards .....                | \$3.75   |
| Babylon 5 Booster Display 192 cards .....           | \$81.00  |

### Scorpion Clan Coup: Part 1

A stand alone expansion that can be used with or separately from *Legend of the Five Rings Collectable Card Game*. For a thousand years the Scorpion Clan has served the Emperor and kept his secrets. They are neither his right hand or his left; they are his under hand, the hidden dagger, the eye that never sleeps. But now, Bayushi Shoji, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Ancient prophecies may soon come to pass, releasing the ancient evil trapped by the Twelve Black Scrolls. Bayushi Shoji must take steps against that fate - he must commit treason and murder the Emperor, in order to save the Empire from a doom that will fall upon the land for a thousand years. This release is a step back through time which examines the reasons Bayushi revolted against the Emperor. The whole series is 180 new cards, which is released in three 60-card parts. This is Part 1 with 60 different cards, which features the Scorpion faction. Each Combo display has 6 Starter Decks and 24 booster packs.

|  |          |
|--|----------|
| Scorpion Clan Coup Starter Deck 60 cards + rules ..... | \$14.00  |
| Scorpion Clan Coup Booster Packs 11 cards .....        | \$3.50   |
| Scorpion Clan Coup Combo Display 6 Str. 24 Bstr .....  | \$151.00 |
| Scorpion Clan Coup Booster Display 506 cards .....     | \$145.00 |

### 24 Years of Service

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage.

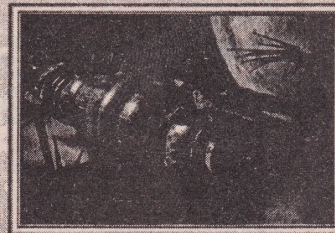
### The Show Room

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 9.30am to 1.00pm on the first and third Saturdays of each month.

### Mil Sims Mid-Year Warehouse Sale

We are having our grand mid-year warehouse sale on Saturday, June 13<sup>th</sup>, from 8.30am - 12.00pm. Address is 14/136 Cochrane Road, Moorabbin. It's in the warehouse behind Mil Sims.

### Vital Interests

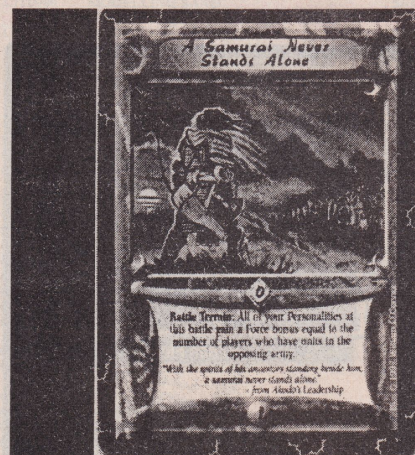


#### Faction Enhancement

Target yourself. If you initiate a war conflict, and the conflict is opposed but successful, your opponent loses 1 influence. Apply 5 influence during the draw round, or discard this enhancement.

Babylon 5 is an important base for the defense of the galaxy. For the Shadows to conquer known space, they will have to take Babylon 5 or destroy it.

TM & © 1997 Warner Bros. Game Design © 1997 Precedence Publishing



### Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 4.30pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISA card number and we'll get your order off to you in 24 hours.

### Ansett Express Delivery

If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra \$5.00 for each \$100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

### ENQUIRIES

Our phone service operates from 8.30am to 4.30pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.



## COLLECTABLE TRADING CARD GAMES

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

### Aliens Predator CCG

To be released by a co-operation between HarperPrism and Precedence Printing. There will be three Starter Deck types: Alien, Predator and Marine. Each deck is composed of 40+ fixed cards plus additional Uncommons and Rares. You can play any deck type against any other type. At the beginning of each game a scenario is chosen and each deck type has different goals. Predator's goal is to collect trophies...and the more equipment he starts with, the more trophies he has to win. The Aliens start the weakest and with very limited numbers...their goal is to infect hosts and grow and consume everyone. The Marine's goals include rescuing civilians, and exterminating hostile alien lifeforms. Terrain cards create customised battlefields. Initial scenarios are set on a starship and at an outpost.

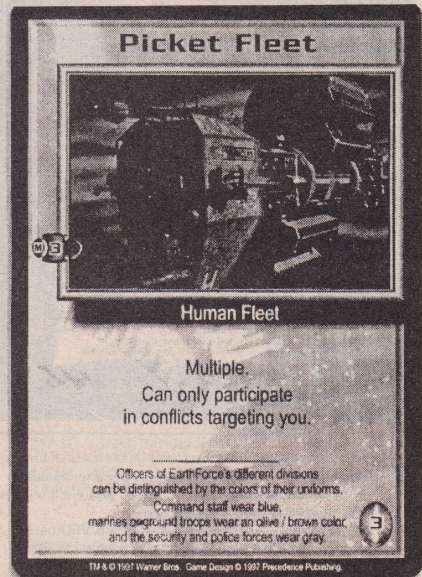
|  |          |
|--|----------|
| Alien Starter Deck (60 cards + rules)      | \$14.95  |
| Predator Starter Deck (60 cards + rules)   | \$14.95  |
| Marine Starter Deck (60 cards + rules)     | \$14.95  |
| Alien/Predator Booster Pack (15 cards)     | \$4.95   |
| Alien/Predator Booster Display (540 cards) | \$162.00 |

### Babylon 5

#### PRE Babylon 5 Limited Edition

By Precedence, based on the very popular syndicated TV series. Each of the four primary races, Narn, Centauri, Human and Minbari are represented by different Starter Decks. They come with 50 fixed cards and 10 random ones, to ensure great play out-of-the-box. There are 24 booster packs to a booster display and the set consists of over 440 cards. To play, choose any point of view in the B5 universe and then create your own victory conditions via Agenda cards. For example, a player might choose an Agenda called *The Glory of the Old Republic*, which would emphasize scoring by increasing the dominance of the Centauri in the universe. Characters can also have personal Agendas which accelerate a player towards victory. For example, Sheridan would like to know what happened to his wife. In essence, B5 is a multi-level game involving politics, intrigue, and ship to ship combat. The unique gameplay faithfully recreates the series, emphasis is on politics, not on combat. And each race has a tension marker with each other race, and before you can go to war with someone, you need to increase the tension level through a number of minor aggressive events. Cards look great, too. I collected almost the whole set.

|   |          |
|---|----------|
| Narn Starter Deck 60 cards, rules, dice       | \$17.00  |
| Centauri Starter Deck 60 cards, rules, dice   | \$17.00  |
| Earthforce Starter Deck 60 cards, rules, dice | \$17.00  |
| Minbari Starter Deck 60 cards, rules, dice    | \$17.00  |
| Babylon 5 Starter Display 720 cards           | \$183.00 |
| Babylon 5 Booster Pack 8 cards                | \$3.75   |
| Babylon 5 Booster Display 192 cards           | \$81.00  |



### BattleTech

#### WIZ BattleTech White Border

An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game rolls to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! In the BattleTech boardgame you control lances of four mechs, in this card game you are a high ranking general or House leader, who uses mechs and subterfuge to defeat his enemies. There are three different types of cards: mechs, which are the combatants of the game (and lots of them!); mission cards, which are meant to aid your mechs or hinder those of your opponent; and command cards, which represent the resources you use to build, or construct, your mechs and other projects. There are over 300 cards in the set.

|   |         |
|---|---------|
| BattleTech Starter Deck 60 cards, rules, dice | \$8.50  |
| BattleTech Starter Display 720 cards          | \$77.00 |
| BattleTech Booster Pack 15 cards              | \$2.50  |
| BattleTech Booster Display 540 cards          | \$77.00 |
| Counterstrike Booster Pack 15 cards           | \$2.75  |

**Counterstrike Booster Display 540 cards**.....\$85.00  
The first expansion to *BattleTech* brings new Mechs and legendary personalities to the battlefield. Players can include the abilities of the universe's most powerful warriors, such as Adam Steiner and Ulrich Kersensky, and new mechs such as Daishi Prime, Annihilator, Hermes.

**Mercenaries Booster Pack 15 cards**.....\$5.00  
**Mercenaries Booster Display 540 cards**.....\$162.00  
The second expansion to *BattleTech* brings Mercenaries to the game.

**Mechwarrior Booster Pack 15 cards**.....\$5.00  
**Mechwarrior Booster Display 540 cards**.....\$162.00  
Limited booster expansion with mighty new mechs including Naginata and Pirahna, new mission and command cards, famous mechwarriors, 100 new cards. Features some stunning art.

### Dune

#### FIV Dune: Eye of the Storm Limited Edition

Already sold out world around, we are pleased to announce that we still have stocks. By Five Rings Publishing. Based on the popular novels. Set amidst a rich backdrop of political intrigue and economic rivalry, players assume the roles of minor house nobles vying for admission to the Landsraad High Council. By earning a seat on the High Council, players acquire not only the status of a Great House, but also a hereditary claim to the Imperial Throne. Includes over 300 cards, which are personas, holdings, events, resources and plans. You each play with 2 decks, an Imperial Deck and a House Deck. There are two playing fields, Player's Homeworld and Arrakis. Art work is absolutely stunning. Each Starter Display has two copies each of the six basic houses.

|   |          |
|---|----------|
| Dune Starter Deck 60 cards, rules, dice | \$13.95  |
| Dune Starter Display 720 cards          | \$151.00 |
| Dune Booster Pack 15 cards              | \$4.50   |
| Dune Booster Display 540 cards          | \$145.00 |



### Legend of the Five Rings

#### FIV Battle Of Beiden Pass

The complete entry point into the excellent *Legend of the Five Rings* trading card game, set in medieval Japan, the day of samurai and ninja. This boxed set contains two ready to play starter decks, two Clan Strongholds, a step-by-step basic training guide to teach you the rules, and the complete large format rules. The game is about two mighty samurai armies clashing at the crossroads of the Emerald Empire, featuring combat, politics and intrigue. These black bordered cards feature stunning art.....\$35.00

#### FIV Legend of the Five Rings: Emerald Edition

Becoming a very popular game, with absolutely stunning artwork, set in medieval Japan, with Japanese mythology. An ancient Empire is crumbling as its ruler battles with a mysterious wasting disease. Six clans, the traditional defenders of the Empire, have each announced their rightful claim to an empty Emerald Throne. Many months have passed since the War for the Throne began. The once green and pleasant fields of Rokugan are now crimson from the blood of fallen samurai and burned black by the sorcerous fires of the magic wielding shugenja. While some Clans struggle to support the dying Emperor, others plan to overthrow him through treachery. And somewhere in the Empire, an ancient evil waits to be reborn, and prepares a revenge so diabolical that it may mean the destructions of the whole Emerald Empire. There are two decks each of six different Clans in each Starter Display.

**Legend of 5 Rings Emerald Starter Decks 60 cards + rules**

- **Lion Clan Deck** The Lion army under the leadership of Matsuo Tsukune continues its relentless attack upon the Crane Clan. Proud and honorable, the flowing manes of the Lion samurai warn their enemies of their ferocity in battle.....\$13.50
- **Crane Clan Deck** With only an army of Phoenix samurai defending Doji Palace, all seems lost for this Clan, yet they still control the political movements within Rokugan. But they also have allies: a small army of ronin and the Phoenix Clan.....\$13.50
- **Unicorn Clan Deck** The Unicorn have continued to hold Beiden Pass, preventing any and all armies from moving through the crossroads of the Empire. Strong in magic and possessing the best Samurai cavalry in the Empire.....\$13.50
- **Dragon Clan Deck** Mysterious and secretive, these warrior wizards are known for their shaved heads and tattooed bodies. Their armies fight under the ronin Toturi, although now masterless, the best general in the Empire.....\$13.50
- **Crab Clan Deck** These master warriors consider victory more important than honor. An army of Shadowlands creatures and madmen are waiting in the hills to the north for Crab's great leader,

Hida Kisada, to advance together upon the ronin Toturi, leading the Dragon Clan's army.....\$13.50

○ **Phoenix Clan Deck** The masters of elemental magics. Their powerful sorcery compensates for weakness in battle. They have discovered powerful forbidden magic, but it is corrupting their masters one by one.....\$13.50

**Legend of 5 Rings Emerald Starter Display 720 cards**.....\$145.00

**Legend of 5 Rings Emerald Booster Packs 15 cards**.....\$4.00

**Legend of 5 Rings Emerald Booster Display 540 cards**.....\$129.00

There are over 300 different cards in the Emerald Edition. Our stocks of Emerald Edition are definitely limited.

#### FIV Legend of the Five Rings: Obsidian Edition

Basically a revamped and updated version of *Emerald Edition*. Each Starter Display contains two decks each of the six primary clans, but each Starter Deck contains a 60-card starter deck, a free 11-card Forbidden Knowledge booster pack, 20 color-coded glass stones, collector's checklist for your clan, and expanded rulebook.

**Legend of 5 Rings Obsidian Starter Decks contains as above**

- **Lion Clan Deck** See description under Emerald Ed.....\$14.00
- **Crane Clan Deck** See description under Emerald Ed.....\$14.00
- **Unicorn Clan Deck** See description under Emerald Ed.....\$14.00
- **Dragon Clan Deck** See description under Emerald Ed.....\$14.00
- **Crab Clan Deck** See description under Emerald Ed.....\$14.00
- **Phoenix Clan Deck** See description under Emerald Ed.....\$14.00
- Legend of 5 Rings Obsidian Starter Display 720 cards**.....\$151.00
- Legend of 5 Rings Obsidian Booster Packs 15 cards**.....\$3.75
- Legend of 5 Rings Obsidian Starter Display 540 cards**.....\$121.00

There are over 300 different cards in the Obsidian Edition.

#### FIV Shadowlands

Five months have passed since the war began, and there is no sign of peace. The Six Clans of the Emerald Empire have all paid the price for turning against each other. Armies of gibbering dead men march against the Clans gaining victory after victory, turning their victims into mad, mindless slaves. The only hope for the Empire lies in an ancient race of serpent folk known as the Naga.

○ **Naga Deck** The serpent folk. They have come to Rokugan for a single purpose, to stop the Shadowlands, even if it means the destruction of the Emerald Empire. But while the Clans turn their concern to their borders, another evil is brewing inside the Empire.....\$12.50

○ **Clan Scorpion Deck** This Clan is another evil brewing in the Empire. Thought to have been destroyed by the Emperor, Clan Scorpion has been gathering its strength and is ready to once again try to take the Emerald Throne.....\$12.50

**Shadowlands Starter Display 720 cards**.....\$135.00

There are over 150 different cards in Shadowlands.

#### FIV Forbidden Knowledge

The next installment in the story of the Emerald Empire. Only a few recognize an ancient evil has awakened in the Shadowlands. The Clans are too busy fighting with each other, allowing an undead sorcerer to strengthen his army of gibbering madmen and zombies. The Crab fight a war on two fronts, the Crane is crippled by Scorpion, the Lion Champion follows a samurai-maiden into a trap, while the Phoenix are slowly corrupted by their scrolls, the Unicorns face the Shadowlands alone.

**Forbidden Knowledge Booster Packs 11 cards**.....\$2.50

**Forbidden Knowledge Booster Display 506 cards**.....\$99.95

There are over 150 different cards in Forbidden Knowledge.

#### FIV Anvil of Despair

The next installment in the story of the Emerald Empire. The Crane make a desperate stand against the Shadowlands madmen, the Dragon Clan has retreated to the mountains, the Lion Clan defends the Emperor from the armies of the Crab Clan, the Phoenix are being corrupted by evil magics, and the Unicorns are feeling the toll of the war. There are six decks each of two different Clans in each Starter Display, each deck having a random assortment of cards. 150 new cards in the set.

**Anvil of Despair Starter Decks 60 cards + rules**

- **Junzo's Army** The undead shugenja, once known as Yogo Junzo, now commands the Emperor's armies, and his dark sorceries twist and corrupt the samurai into contorted mockeries of their former selves. Soon they will fight alongside the Shadowlands creatures.....\$9.95

○ **Toturi's Army** The Emperor's greatest tactician has returned, Toturi the Ronin. His army's armor and weapons are worn and tattered, but the samurai in his army burn with devotion, as they set out to save the Empire. Each deck has a random assortment of cards.....\$9.95

**Anvil of Despair Starter Display 720 cards**.....\$108.00

**Anvil of Despair Booster Packs 11 cards**.....\$2.50

**Anvil of Despair Booster Display 506 cards**.....\$99.95

There are over 150 different cards in Anvil of Despair.

#### FIV Time of the Void Limited Expansion

It is Rokugan's darkest hour. For two years, the War of the Clans has ravaged the Emerald Empire. Her mighty fortresses and majestic temples lie in ruin and her green fields are stained with the blood of fallen heroes. Descendants of the Empire's greatest heroes - the Seven Thunders - gather with their armies outside the fortress of ultimate evil...the Imperial Palace. This is the final chapter in the War of the Clans. It includes all Seven Thunder. Personalities, the Last Black Scroll and Twelve "Conclusion Cards" that tell of the Seven Thunders last stand. *Our stocks are strictly limited.*

○ **Phoenix Clan Stronghold Deck** One Clan will fall. One by one, each of the elemental masters have become infected with the Shadowlands taint. The Master of Fire, mad-eyed and consumed with darkness, standing on the Imperial Palace walls, is ready to destroy his kinsmen.....\$17.95

○ **Crab Clan Stronghold Deck** One Clan will be redeemed...The mighty Crab Clan stands outside the Imperial Palace lead by Yakamo, the hero with a jade hand, preparing to assault the city.....\$17.95

**Time of the Void Starter Display 720 cards**.....\$194.00

**Time of the Void Booster Packs 11 cards**.....\$4.00

**Time of the Void Booster Display 506 cards**.....\$165.00

There are over 200 different cards in Time of the Void.

#### FIV Scorpion Clan Coup Part I

For a thousand years the Scorpion Clan has served the Emperor. But now, Bayushi Shoji, Scorpion Daimyo, has discovered a secret too dire to hide, too powerful to ignore. Fate forces his hand, now is the time of treason. He must lead his Clan against the Emperor himself, otherwise the Emperor will bring doom upon the land for a thousand years. The whole series is 180 new cards, which is released in three 60-card parts. Part I (with 60 different cards) features the Scorpion faction and tells of Bayushi Shoji's attempt to gain control of the capital and of his strategies to keep the other six Clans at bay. Each Combo display has 6 Starter Decks and 24 booster packs.

**Scorpion Clan Coup Starter Deck 60 cards + rules**.....\$14.00

**Scorpion Clan Coup Booster Packs 11 cards**.....\$3.50

**Scorpion Clan Coup Combo Display 6 Str, 24 Bstr**.....\$151.00

**Scorpion Clan Coup Booster Display 506 cards**.....\$145.00

○ **Scorpion Clan Coup Part II Tells of the battles for control over Otosan Uchi. There are 60 cards in this set, only available as Boosters.**

**Scorpion Clan Coup Part II Booster Packs 11 cards**.....\$3.50

**Scorpion Clan Coup Part II Booster Display 506 cards**.....\$145.00

○ **Scorpion Clan Coup Part III Tells of the fall of the Scorpion Clan and of the Lion Champion Akodo Toturi. Available ?**



## Magic: the Gathering

### WIZ Portal: Easy to Play Introduction to Magic

A new introductory approach to *Magic the Gathering*. Introduces 215 new cards that make it easy to learn *Magic*. As with *Magic*, Portal is a strategic card game set in the mythical and fantastical world of Dominia. Using their cards to cast spells and summon creatures, two players "duel" against each other for control of Dominia's land. A game can be played in 15 to 30 minutes. Each *Portal Starter Set* includes everything needed for play.

**Portal Starter Set** ..... \$14.95  
Contains two preconstructed 35 card decks, a booster pack with 15 random cards, a strategy tip card, a detailed play guide, two paper playmats, and an easy to follow rulebook. Note: every Starter Set is the same!

**Portal Booster Pack** ..... \$4.75  
Contains 15 random cards selected from the 215 different cards in the set.

**Portal Two Player Gift Box** ..... \$27.00

Contains two preconstructed starter decks, an official guide to Portal, two booster packs, two score keeping beads, two playmats, rulebook, step by step play guide.

**The Official Guide to Portal** ..... \$13.00

### WIZ Portal: Second Age Due June

For customers who want to continue playing Portal-level Magic. This is a new themed version of Portal with 165 cards, all new art. Available in several formats:

**Portal 2nd Age Game** ..... \$14.00

2 x 30 card preconstructed decks, rules, 15 card booster, play mats.

**Pre-constructed Starter Deck 5 different kinds** ..... \$11.00

**Pre-constructed Starter Deck Display 15 decks** ..... \$14.95

**Portal 2nd Age Booster Pack 15 cards** ..... \$4.75

**Portal 2nd Age Booster Display 540 cards** ..... \$150.00

**Portal 2nd Age Gift Box 2x30 card preconstructed decks, playguide, rulebook, playmats, two 15 card boosters, 2 beads, etc** ..... \$20.00

### WIZ Magic: 4th Edition

Magic 4th Edition is out of print now, but we were able to dig some up from somewhere. The attraction with these 4th Edition Starters and Boosters is that there are a number of cards, including rares, that you cannot get anymore. Our stocks are strictly limited, so first come, first serve.

**Magic 4th Ed Starter Deck 60 cards & rules** ..... \$16.00

**Magic 4th Ed Starter Display 600 cards** ..... \$133.00

**Magic 4th Ed Booster Pack 15 cards** ..... \$6.00

**Magic 4th Ed Booster Display 540 cards** ..... \$180.00

### Magic 5th Ed Trading Card Game for 2 Players

A bridge product for someone who wants to move from *Portal* to the more advanced rules and game play strategies found in Fifth Edition. has two 30 card preconstructed decks, larger size rulebook, guidebook, one 15card booster pack. Due April.

### WIZ Magic: 5th Edition

Now in its 5th Edition, *Magic: The Gathering* is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

**Magic 5th Ed Starter Deck 60 cards & rules** ..... \$13.95

**Starter Deck Display 720 cards** ..... \$150.00

This new edition contains over 400 cards selected from Fourth Edition, Ice Age, Fallen Empires, Homelands and Chronicles. Nearly half the cards are from sets other than Fourth Edition. Features new art on almost half the cards by 50 new artists.

**Magic: 5th Edition Booster Pack 15 cards** ..... \$4.75

**Magic: 5th Edition Booster Pack Display 540 cards** ..... \$150.00

### Magic: The Dark Booster Pack 8 cards

**The Dark Display 480 cards** ..... \$570.00

The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.

**Magic: Fallen Empires Booster Pack 8 cards** ..... \$3.00

**Fallen Emp Display 480 cards** ..... \$150.00

In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadins to fight for their very survival. Icatan touts mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic.

**Magic: Chronicles Booster Pack 12 cards** ..... \$4.00

**Chronicles Display 540 cards** ..... \$150.00

This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.

**Homelands Booster Pack 8 cards** ..... \$3.00

**Homelands Booster Pack (480 cards)** ..... \$150.00

Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.

**Magic: Visions Booster Pack 15 cards** ..... \$4.75

**Magic: Visions Booster Display 540 cards** ..... \$150.00

Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

**Magic: Weatherlight Booster Pack 15 cards** ..... \$4.75

**Magic: Weatherlight Booster Display 540 cards** ..... \$150.00

A limited black border expansion with over 160 new cards that can be played with Magic, Ice Age or Mirage.

### WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for *Magic the Gathering*. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold.

**Ice Age Starter Deck 60 cards & rules** ..... \$15.95

**Starter Display (600 cards)** ..... \$144.00

**Ice Age Booster Pack 15 cards** ..... \$4.75

**Booster Display (540 cards)** ..... \$150.00

**Alliances Booster Pack 12 cards Note Cheaper Price!** ..... \$4.00

**Alliances Display (540 cards)** ..... \$162.00

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either *Magic* or *Ice Age* games.

### WIZ Magic: Mirage

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definite improvement over previous Magic releases.

**Mirage Starter Deck 60 cards & rules** ..... \$14.95

**Mirage Starter Display (720 cards)** ..... \$162.00

**Mirage Booster Pack (15 cards)** ..... \$4.95

**Mirage Booster Display (540 cards)** ..... \$162.00

### WIZ Magic: Tempest

The flying ship *Weatherlight* has left the light of Dominaria for the shadow plane of Rath in an attempt to rescue Captain Sisay. There, Gerrard and his crew are challenged by Volrath's ship *Predator*, and they encounter wild new forces of magic as they strive to reach Volrath's Citadel. An expansion with 300 new cards that can be played with Magic or played by itself. Designed for experienced players. The most anticipated card is *Time Warp*, a sorcery costing 3UU, that gives you an extra turn. Also has Shadow creatures and Slivers. Shadows can only block or be blocked by Shadows, and Slivers have effects that give a bonus to all Slivers in play.

**Tempest Starter Deck 60 cards & rules** ..... \$13.95

**Tempest Starter Display (720 cards)** ..... \$150.00

**Tempest Booster Pack (15 cards)** ..... \$4.75

**Tempest Booster Display (540 cards)** ..... \$150.00

**Tempest Pre-constructed Starter Deck 60 cards & rules** ..... \$13.95

There are four types: The Slivers, Deep Freeze, Flames of Rath, and The Swarm. Each has 3 rare, 9 uncommon & 48 command & land.

**Each Tempest Pre-constructed deck is built to maximise the strength of Tempest cards.**

**Tempest Pre-constructed Deck Display (720 cards)** ..... \$150.00

### WIZ Magic: Stronghold Due March

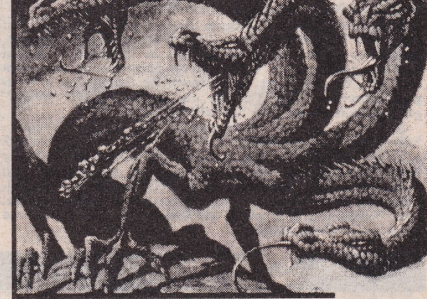
Gerrard of the *Weatherlight* leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream Halls, where the Evincar's dreams and nightmares gain substance and eternal life, Gerrard finally comes face to face with Volrath.

**Stronghold Pre-constructed Starter Deck 60 cards & rules** ..... \$13.95

**Stronghold Starter Display (720 cards)** ..... \$150.00

**Stronghold Booster Pack (15 cards)** ..... \$4.75

**Stronghold Booster Display (540 cards)** ..... \$150.00



### WIZ Magic: Exodus Due June

As Gerrard and his party battle in the heart of Volrath's stronghold, the rest of the crew of the *Weatherlight* are forced to battle the deadly flagship of the evincar's army, the *Predator*. At the same time, the combined armies of the Kor, Vee, and Dal, the oppressed people of Rath, reach the Stronghold's gate and lay siege. Meanwhile, a traitor prepares to lead Gerrard into a deadly trap.

**Exodus Pre-constructed Starter Deck 60 cards & rules** ..... \$13.95

**Exodus Starter Display (720 cards)** ..... \$150.00

**Exodus Booster Pack (15 cards)** ..... \$4.75

**Exodus Booster Display (540 cards)** ..... \$150.00

### WIZ 1997 World Championship Decks

This display contains three decks each of four different Pre-constructed decks, each deck being the exact deck used by the four 1997 Magic World Championships semi-finalists, who were Paul McCabe, Svend Geertsen, Jakub Slemr, and Janosch Kuhn. So if you want to play a balanced, exciting, vicious game, buy the four decks and run them against each other - and learn what card combinations the pros use. All cards have gold borders.

**Janosch Kuhn Deck 90 cards** ..... \$15.95

**A red, white and blue deck built for the long game**

**Jakub Slemr Deck 90 cards** ..... \$15.95

**A fast, black creature deck that splashes in spells from all five colors**

**Paul McCabe Deck 90 cards** ..... \$15.95

**A red-blue attacking deck that uses a number of efficient creatures**

**Svend Geertsen Deck 90 cards** ..... \$15.95

**An extremely fast mono-green deck with a horde of creatures**

**All Four 1997 World Championship Decks 360 cards** ..... \$57.50

**1997 World Championship Display (1080 cards)** ..... \$160.00

### WIZ Vanguard Giftbox

Offers a new approach to *Magic the Gathering*. Has all eight Vanguard cards (one of eight characters from the Magic Multiverse to represent you play in a game). Slightly larger than regular Magic cards, each Vanguard character has different powers that affect the way a players deck functions). Vanguard rules, a card storage box featuring a black mana design that holds 840 cards in standard sized sleeves, one foreign starter deck and two foreign booster packs \$38.00

### WIZ Magic Mirage Card Boxes

Wizards of the Coast have released two styles of full color Magic card boxes, each high quality box able to hold 1,200 Magic cards. The boxes are shipped flat and are easily assembled.

### WIZ Magic: Pocket Players Guide 5th Dec?

A paperback book that contains updated rules for *Magic: The Gathering*, along with examples to illustrate play and conversion notes for players used to the original Magic rules. Provides tips on how to maximize your game skills using deck-building strategies. Also

answers to your Magic questions, rules for league play, tournament play, and multi-player games. Also a complete card list.

### PEN Magic: Official Encyclopedia Vol 1

224 full color pages, with over 2,000 cards featured in full color, showing the cards from Fourth Ed, Discontinued cards, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, etc. Also a history including setting and story, errata for cards where relevant, forward by Richard Garfield.

### PEN Magic: Official Encyclopedia Vol 2

144 full color pages, with over 1,300 cards featured in full color, showing the cards from Mirage, Visions, Fifth Edition, Weatherlight, Portal, etc. Also a history including setting and story, errata for cards where relevant.

## Middle Earth: The Wizards

### ICE Middle Earth 2 Player Starter Set

A special two player starter set with specially assembled decks and Initial Adventure Guide for the beginning player, with simplified rules. The two 60 card decks have been constructed with Gandalf and Saruman. Includes 2 dice, full color map of Middle Earth, two full color player sheets, 2 plastic hobbit company markers. \$36.00

### ICE Middle Earth: The Wizards

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. The five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshal the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480+ cards in this limited Edition 2nd printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshals together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

**Middle Earth Starter Deck 76 cards & rules** ..... \$15.00

**Middle Earth Starter Display 760 cards** ..... \$135.00

**Middle Earth Booster Pack 15 cards** ..... \$5.00

**Middle Earth Booster Display 540 cards** ..... \$162.00

**METW The Dragons Booster Pack 15 cards** ..... \$3.00

**METW The Dragons Booster Display 540 cards** ..... \$97.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agurbaran to discover his drakish flaw, and steal a priceless artifact while Scauba lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

**METW Dark Minions 15 cards Special** ..... \$3.00

**METW Dark Minions Booster Display 540 cards Special** ..... \$97.00

180 new cards including agents such as Grima Wormtongue and Bill Ferny, who can move from site to site hiding companies; Underdeeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Minions Stir such as Undeath, and Orcs and Trolls start organizing for combat, and you must even content with frightened or captured characters; Quests - new missions with new challenges. This booster set contains 180 new black border cards. Beautiful artwork.

### ICE Middle Earth: The Lidless Eye Limited Edition

With the release of this fully compatible and stand alone supplement, players will be able to play one of the nine Nazgul, the shadowy Ringwraiths in the service of Sauron, and use minions as "characters", forming companies and gathering power to advance Sauron's cause in Middle Earth. Your goal is to martial enough resources so that Sauron will be confident enough to send you and your armies to launch the first blow necessary to crush the Free Peoples. Has over 350 cards with beautiful artwork, including all the various minion sites that the Starter Deck has. You can compete against opponents playing as wizards, or as other Ringwraiths.

**ME: The Lidless Eye Starter Deck 76 cards & rules** ..... \$15.95

**ME: The Lidless Eye Starter Display 760 cards** ..... \$144.00

**ME: The Lidless Eye Booster Pack 15 cards** ..... \$4.50

**ME: The Lidless Eye Booster Display 540 cards** ..... \$145.00

### ICE Middle Earth: Against the Shadow

Over 140 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on the Wizard player, using resources from *Middle Earth: The Wizards*, competing against a Ringwraith player. But so that Ringwraiths can match the match Wizards in the full range of strategies available, more Ringwraith resources are included. Also new hazards, new items, factions, rings, spells, etc.

**ME: Against the Shadow Booster Pack 15 cards** ..... \$4.50

**ME: Against the Shadow Booster Display 540 cards** ..... \$145.00

### ICE Middle Earth: The White Hand

**ME: The White Hand Booster Pack 15 cards** ..... \$5.00

**ME: The White Hand Booster Display 540 cards** ..... \$162.00

Over 120 new cards, for Middle Earth the Wizards or Middle Earth Lidless Eye. Focuses on a corrupted Wizard player, as Saruman was corrupted in the novel. A corrupted Wizard can pick and choose the good and evil resources, and will use any means to achieve his end. However, he can only exert his influence over lesser heroes and minions. When corrupted, each of the five wizards is driven by a different obsession.

### ICE Middle Earth Gift Set

A sturdy deluxe box with full color art that doubles as storage for 1,000 cards. Includes 272 cards with a value of US \$43.50 inside, as well as dice, card list booklets, 2 plastic hobbits, rules with examples, and a full color map with marshalling point tracker. \$90.00

○ **Middle Earth: The Wizards Companion** This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications, a comprehensive card list, a collection of scenarios for play, tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc. \$14.00

○ **Middle Earth: The Wizards Players Guide** Features a strategy guide with ideas about deck-building, game mechanics, and tactical and strategic planning; detailed descriptions of every character, site, resource and hazard card; five sample decks, a thorough card-based index, etc. \$21.50

○ **Middle Earth: The Dragons Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis of all 180 cards; sample decks; tournament rules and card errata; and card tables. \$15.00

○ **Middle Earth: Dark Minions Player Guide** Includes a strategy guide to enhance your deck design; a complete card analysis



# 4 - Trading Card Games

○ **Middle Earth: Casual Companion** A beginners guide to the game, including a guide to playing the Starter Game vs the Starter Game, answers to common questions, strategy hints, tips for setting, up your location deck, scenarios, beginning decks, etc. **\$14.95**

○ **Middle Earth: Lidless Eye Companion** The complete rules are presented in an easy to read format, Ringwraith histories, 6 pages of color maps, tournament guidelines, scenarios. **\$16.00**

## Mythos - Cthulhu Collectable Card Game

### CHA New Aeon Limited Edition

A collectable card game of modern-day Lovecraftian horror. Pit the resources and weaponry of today against the mind bending horrors of the Cthulhu mythos. We'll see who wins this time around. Features simple rules with complex strategies to narrate a series of adventures before going insane from the growing horrors of the Cthulhu mythos. Over 200 new cards in the series.

New Aeon Starter Deck 60 cards + rules **\$15.00**

New Aeon Starter Display 600 cards **\$135.00**

New Aeon Booster Pack 13 cards **\$4.95**

New Aeon Booster Display 468 cards **\$162.00**

**The Art of Playing Mythos: A Tome of Arcane Law \$18.00**  
This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

## Netrunner (Cyberpunk)

### WIZ Netrunner (Cyberpunk) Limited Ed

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules **\$36.00**

Starter Deck Display 720 cards **\$194.00**

Netrunner Booster Pack 15 cards **\$6.00**

Booster Pack Display 540 cards **\$194.00**

Proteus Booster Pack 15 cards **\$4.00**

Proteus Booster Pack Display 540 cards **\$129.00**

Discover the products of the new tech Max Forward discovered by breaking into an old data fort - ice capable of transmitting into completely different countermeasures. Whether you're Runner or Corp, expect a few changes.

## ShadowRun

### FAS ShadowRun Limited Ed

The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish Objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!

ShadowRun Starter Deck 70 cards + rules **\$14.95**

ShadowRun Starter Display (700 cards) **\$135.00**

ShadowRun Booster Pack 15 cards **\$4.95**

ShadowRun Booster Display (540 cards) **\$162.00**

**Underworld Booster Pack 15 cards Due Feb '98 \$4.95**

**Underworld Booster Display (540 cards) Due Feb '98 \$162.00**

With 150 new cards, *ShadowRun Underworld* focuses on the underworld crime scene and allows players to build decks based on criminal elements such as Mafia, Yakuza, and Gangs, which include Halloweeners, The Ancients, and Lonestar.

## Star Trek Next Generation

### DEC Star Trek Introductory 2 Player Game

There are two types, Klingon and Federation. Both sets include two pre-customized 60 card starter decks, one Federation and one Klingon, with new cards being 11 new mission cards and the legendary Spock; also have two 15 card booster packs, one from the initial white bordered booster, the other from Alternate Universe, and two black bordered cards: Data laughing and Admiral McCoy. The Klingon set has three black bordered Klingon cards, Mogh, G'ral and J'rad. The Federation set has three black bordered cards, Admiral Picard, Commander Data, and Commander Troy. **\$40.00 each**

### DEC Star Trek Next Generation

The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics, trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards, dilemma and interrupt cards, artifact cards, outpost cards, ship cards which rate range, weapons, shields, personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules **\$15.00**

Unlimited Starter Display 720 cards **\$162.00**

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Next Generation: Booster Pack 15 cards **\$5.50**

Unlimited Booster Disp **\$178.00**

A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.

Alternate Universe Expansion 15 cards **\$5.00**

Alternate Universe Display **\$162.00**

This first expansion contains 122 new cards, 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existence. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in

various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.

Q-Continium Booster Pack 15 cards **\$5.00**

Q-Continium Booster Display 540 cards **\$162.00**

The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

First Contact Movie Booster Pack 9 cards **\$3.50**

First Contact Movie Booster Display 270 cards **\$94.00**

The next expansion for Star Trek, this one taken from the excellent *Star Trek Next Gen First Contact* movie, which featured a showdown between the Enterprise and her crew and a Borg ship which travels back through time. Includes new rules, one sheet per display.



HoloDeck Adventures Booster Pack 15 cards **\$4.95**

HoloDeck Adventures Booster Display 540 cards **\$162.00**

The next expansion for Star Trek, featuring the many adventures experienced in the holodecks on the Enterprises, as well as other cards. *Due March '98.*

### Star Trek Next Gen. Card Game Factory Set \$150.00

This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments. *Note Special Price*

### Star Trek First Anthology \$50.00

A limited edition heavy duty cardboard box that fits over 800 Star Trek Cards. Inside the box are two Unlimited Starter Decks, two Unlimited Booster Packs, two packs of Alternate Universe, Q-Continium, the Warp Pack, and six cards never seen before: Quark, Paris, Tuvok, Orb of Prophecy and Change, Dr. Telek R'Mor and Garak; and a rules supplement.

## Star Wars

### DEC Star Wars Premiere Introductory 2 Player Game

The Star Wars universe comes alive as the Rebel Alliance battles against the unrelenting power of the Galactic Empire. Choose to play the Rebel side or the Imperial side. This game equips you with two ready to play 60 card starter decks, a full color 20 page rulebook, and six unique cards only found in this set, including Luke and Darth Vader. **\$40.00**

### DEC Star Wars Unlimited Edition

This is the White Bordered unlimited Edition Cards. With the game, players control, alter and feed the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interplanets, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor, the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules **\$15.00**

Starter Deck Display (720 cards) **\$162.00**

Star Wars Limited Starter Deck 60 cards + rules **\$18.00**

Star Wars Limited Starter Display (720 cards) **\$194.00**

Star Wars Booster Pack 15 cards **\$4.50**

Booster Pack Display (540 cards) **\$145.00**

Star Wars Limited Booster Pack (15 cards) **\$8.00**

Star Wars Limited Booster Display (540 cards) **\$259.00**

New Hope Booster Pack 15 cards **\$4.50**

New Hope Booster Display (540 cards) **\$145.00**

Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.

Hoth: Empire Strikes Back Booster Pack 15 cards **\$4.95**

Hoth: Empire Strikes Back Booster Display (540) **\$162.00**

One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. There are new rules, revisions of old rules, and a ton of cool new cards. Each of the game mechanisms is designed to increase strategic possibilities and add depth to the game. The *Hoth: Main Power Generators* card is one of the biggest and most interesting game functions in the set.

Dagobah: Empire Strikes Back Booster Pack 9 cards **\$3.00**

Dagobah: Empire Strikes Back Booster Display 540 cards **\$162.00**

Yoda makes an appearance. Also included are Jedi Training, new weapons, asteroids, the Executor, TIE Bombers, Space Slugs, Bounty Hunters and their ships, and Dagobah locations. Boba Fett is not included! Features 180 new limited edition cards.

**Cloud City ESB Booster Pack 9 cards \$3.50**  
**Cloud City ESB Booster Pack Display 540 cards \$162.00**  
The next limited expansion set in the *Empire Strikes Back* movie. We see Boba Fett, the Cloud City's denizens, etc.



### Star Wars First Anthology \$50.00

A limited edition heavy duty cardboard box that fits over 800 Star Wars Cards. Inside the box are two Unlimited Starter Decks, two limited New Hope Packs, two packs of Hoth, a Jedi Pack, six cards never seen before - Boba Fett, Commander Wedge Antilles, the Death Star Assault Squadron, X-Wing Assault Squadron, Jabba's influence, & Hit and Run; and a rules supplement.

## Vampire: The Eternal Struggle

### WIZ Vampire: The Eternal Struggle

Wizards of the Coast have released 2nd Edition *Jyhad*, which they have called *Vampire: The Eternal Struggle*. The cards are compatible with *Jyhad*, and both sets of cards can be used in tournament play. The rules in this new version are reformatting and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules **\$18.00**

Starter Display (760 cards) **\$162.00**

Vampire: TES Booster Pack 19 cards **\$5.00**

Booster Display (684 cards) **\$162.00**

Dark Sovereigns Booster Pack (15 cards) **\$5.00**

Dark Sovereigns Booster Display (540 cards) **\$162.00**

Adds Clans Giovanni and Ravnos, and new disciplines. 100 new cards in the set.

Ancient Hearts Booster Pack 12 cards **\$4.00**

Ancient Hearts Booster Disp (540 cards) **\$162.00**

The tragic legacies of Mediterranean Kindred: the Camarilla, Assamite, & Set.

The Sabbat Booster Pack (28 cards) **\$6.95**

The Sabbat Booster Display (672 cards) **\$150.00**

Limited print run of over 400 new cards. The Sabbat: Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

## Trading Card Accessories

### CRF81100 DECK PROTECTORS \$10.00

These Ultra Pro rigid top loading card protectors are the most important accessory ever released for collectable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display **\$90.00**

**Black-back Deck Protectors** These Ultra Pro rigid top loading card protectors have black, non-transparent backs, so that your opponent cannot see the backs of your cards. **\$10.00 each** or for a whole display **\$90.00** 10 decks.

### GYM Superpro Sheet Card Holders (1) \$0.50

Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

### GYM Floppy Card Sleeves (100) \$2.00

For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format.

### GRF Card Album \$20.00

High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

### CRF200CB Ultimate Collection 200 Card Plastic Box \$4.50

Made of durable, rigid plastic, this box fits 200 trading cards.



# ROLE PLAYING GAMES

## Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Alternity

SCIENCE FICTION TSR has made another entry into the Sci-Fi market. By TSR.

### CORE RULES

**ALTERNITY Player's Handbook** This full color book, written especially for players, features a fast-play introduction that allows you to start playing quickly, guidelines for creating science fiction heroes, and rules for combat, challenges, encounters, aliens, mutations, psionics, and future equipment. *Due May.* \$48.00

**ALTERNITY Gamemaster Guide** This full color volume includes the comprehensive information necessary to create adventures and run campaigns in contemporary, near future and far future settings. Featuring a fast-play intro that teaches the basics of refereeing the game and a short adventure. *Due June.* \$48.00

### ACCESSORIES

**Alternity Campaign Kit** Features a four panel GM Screen and 32 pages of record-keeping aids, including forms, character sheets, and record logs. *Due July.* \$18.00

**Dataware** This handbook provides expanded rules, game stats and descriptions for futuristic computers, robots, and other types of artificial intelligence. A comprehensive section on the cyber-reality of Gridspace details hacking, netrunning, and virtual reality. Can be used with Star Drive. *Due Oct.* \$27.00

### STAR DRIVE

**Alien Compendium: Creatures on the Verge** Presents the unique aliens that populate the Star Drive Setting. More than 60 different aliens are featured. *Due Aug.* \$35.00



**Alternity Arms & Equipment Guide** From protective gear to weapons of mass destruction. More than 100 items are detailed, with descriptions, game stats, & illustrations. The items are created specially for the Star Drive setting. *Due July.* \$27.00

**Star Drive Campaign Setting** The first campaign setting for the Alternity rules. This full color volume huris players into the 26th century with a galaxy of nonstop action, epic adventure, and astounding far future technology. Has chapters on technology and equipment, professions, stellar nations, aliens, an the Galactic Concord, humanity's hope for survival. *Due Aug.* \$48.00

**The Lighthouse Lighthouse** is a starfaring outpost that roams the Verge and provides a starting point for adventure. Included are maps, ready to use supporting cast members, etc. *Due Dec.* \$22.50

**The Last Warhulk** The first full length adventure for the Star Drive setting. A relic from the last galactic war is discovered. This ancient warship continues to fight, although the conflict ended decades ago, threatening millions of lives. *Due Nov.* \$22.50

**Threats from Beyond** Details the emerging alien menace known as the External. These creatures have begun an invasion that could wipe out humanity. *Due Jan 99.* \$27.00

### STAR DRIVE NOVELS

1. **Starrise at Corvivalle** The scapegoat for a tragic political mistake, Oliver Haryn was thrown out of the Corps. But the government is not through with him yet, and Oliver may co-operate in being their pawn while the game is worthwhile. *Due Nov.* \$9.50
2. **On the Verge** The Concord Marines are thrust into desperate action on the frontier of civilized space, where they are pitted against a threat from beyond the Verge. *Due Jan 99.* \$9.50

## Amber

**FANTASY** A unique fantasy/sci-fi role playing game that does not use dice! By Phage Press.

**Amber RPG** A complete new role playing system, with three complete adventures, including Throne War, Battleground on Shadow Earth and Into the Abyss. Features the Attribute Auction system where players bid against each other to create a unique family of immortal player characters; enter a universe where Pattern lets you walk to any world you can imagine, where Logrus tenders can reach across infinite dimensions, and where Shape Shifting lets characters sprout wings. A mature, demanding, and time consuming system that puts character development above all else. 256 pages, over 100 of which give tips on role playing style & technique with dozens of examples. \$36.95

**Shadow Knight** A massive 254 page sourcebook covering Broken Patterns scattered through the Shadow, constructs, the Corridor of Mirrors, demons, the Fount of Power, ghosts, the Lords of Chaos, the Pit, Shadowmastery, ancient artefacts called Spikards, Suhuy the ancient Keeper of the Logrus, King Swayvill, blue stones called Tragaliths, the Undershadow, etc. \$36.95

## Armageddon

**ARMAGEDDON RPG** By Myrmidon Press, this is an end times roleplaying game. The ultimate conflict has begun. An ancient force is reborn, and a war to determine the destiny of Humankind must be fought by forces mundane and celestial. Angels walk on the Earth once again, and the old gods have returned. From the ravaged cities of war-torn Europe to the slums of future-day America, human and immortal alike must fight an old and deadly enemy. You can play gifted, mundane or immortal characters. \$40.00

## Armored Trooper VOTOMS

**SCI-FI RTG** brings us another high quality RPG based solely upon Japanese animation. By RTG.

**Armored Trooper: Votoms** The official licensed role playing game of AT VOTOMS. Based on the hit media action series originally released by Sunrise in Japan and brought to the US by Central Park Media. *At Votoms* is a rich, complex SF setting, packed with combat, intrigue and a unique central motif, the man-sized powered fighting machines known as Armored Troopers. Produced in the same style as *Bubblegum Crisis*. \$39.00

## ARS MAGICA 4th Ed

**FANTASY** Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. Atlas Games have taken over development and production of *Ars Magica*.

**ARS MAGICA 4th Ed** The new edition of *Ars Magica*. This is the world of Mythic Europe. It is a place where the glories of the Classical world are dust and the promise of the Renaissance is yet to come. The time is the 13th century, 1220 to be exact. Life is a struggle: wars and plagues stalk the land, the church and kings rule with an iron fist. Yet Mythic Europe is also a place of magical wonder, inhabited by all the creatures of folklore and myth. What the folk of the land believe holds true: faeries and rural spirits must be placated; demons corrupt everything they touch; divine power is accessible through prayer; and magic is everywhere. You will play a magus, a member of the mystical Order of Hermes. \$48.00

**A Medieval Tapestry** Within these pages lies the wealth of Mythic Europe - its colorful inhabitants. This collection describes more than fifty characters in detail. It includes backgrounds, adventure seeds, relevant historical and saga information, complete statistics, etc. \$35.00

**Hedge Magic** Features 4 non-Hermetic magical traditions of Mythic Europe. The Cunning folk live close to the land. Natural Magicians study the classical works of antiquity, unearthing new secrets. Spirit Masters call magical beings of diverse sorts. Ascetics are able to take their minds and bodies beyond the mundane limits of the world. \$22.50

**Parma Fabula** Contains a 4 panel GM screen and a 32 page booklet, which has a storyline that can be used in any saga, including artefacts and other noteworthy items; a fully described library; non-player characters, etc. \$24.00

**The Fallen Angel** When something terribly evil from beyond the moon falls to earth, the magi find themselves frighteningly powerless. The magi must discover the secret of the demon's essence and from its native substance forge a weapon to destroy it. Then of course, they must find some-one fool enough to wield it... \$20.95

## The Babylon Project

**SCIENCE FICTION** The long awaited role playing game of the spectacular television series, *Babylon 5*. By Chameleon Eclectic.

**THE BABYLON PROJECT RPG** The year is 2259. The atmosphere aboard Babylon 5, a massive space station set in neutral territory between human space and that of several fractious alien races, is tense. The Earth-Minbari war is over, but trouble is brewing between the Narn and the Centauri. And rumours are circulating - rumours of political chaos back on Earth, of colonies in rebellion, and of the Shadows - a force so dark and powerful that it destroys entire fleets without any survivors. This officially approved RPG of the popular TV series *Babylon 5* is a full color, glossy publication. Full of color paintings inspired from the series, as well as sector maps, photos from the series, and rich background information - without giving away any of the secrets - and there are many secrets: why did the Minbari surrender at the moment of their victory? What did happen to Babylon 4? Who are the Shadows? What do the Vorlons look like? 200+ pages. \$40.00

**Earthforce Sourcebook** It's finally been released! Outlines the structure of Earthgov's military arm, delves into military life, details

Earthforce facilities and ships, and features a complete miniatures game of ship to ship combat, with ship record sheets provided for most Earthforce ships, and some Narn, Centauri, and Minbari ships, and with color cut-out counters for all ships. The rules are simple to learn but tactics real hard to master. \$30.00

## BLOOD DAWN

**POST HOLOCAUST** The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. By Optimus Design Systems.

**BLOOD DAWN RPG** A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilisation. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawn in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. \$39.95

## BLUE PLANET

**BLUE PLANET RPG** Set in the year 2199, on a water planet called Poseidon, this game is a beautiful, and credible, extrapolation of the future remnants of humankind's destruction of the Earth's ecological resources. Searching the universe in the year 2078AD, a probe finds a traversable wormhole that leads to the discovery and colonization of Poseidon. During the next century the colony thrives in isolation, as civilization on Earth collapses. Now the desperate and greedy people of Earth have reestablished contact with the colony, and return to exploit the valuable life-prolonging xenosilicate "Long Jong." Meanwhile, in the depths of Poseidon's oceans, the natives of the world pursue their own mysterious goals. \$46pp. \$45.00

**Blue Planet: Archipelago** The largest and most heavily settled group of islands on the world of Poseidon. This is a frontier survival guide, with detailed maps, rich descriptions, key groups and conflicts, latest rumors, clues, plot lines, etc. *Due Feb.* \$30.00

**Blue Planet: Cutting Edge** The high-tech frontier of Poseidon. Covers computers, cybernetics, genetic engineering, vehicles, weapons, and alien nanotechnology. *Due May.* \$30.00

## BUBBLEGUM CRISIS

**BUBBLEGUM CRISIS RPG** Based on the hit anime video series, the Bubblegum Crisis RPG is packed with art and information never before published in English - it's everything you need to play in the world of 2033 AD. The AD Police were established as a special branch to deal with riots and terrorism. They now use military weapons, armored vehicles, and powered armor to protect MegaTokyo from the Boomers that increasingly rampage through the city. Yet even bravery and firepower of the AD Police are insufficient when faced with Genom's ever-evolving combat Boomers. MegaTokyo needs help. And like it or not, it will come from The Knight Sabers, a mysterious team of vigilantes stalking MegaTokyo, battling Genom's powerful combat Boomers, equipped with weapons years in advanced of others: hard suits and robotic motorcycles. With heaps of color and B&W artwork. \$38.95

**Bubblegum Crisis: Before & After** Details the events, characters and equipment from the two spin-off series from BGC: AD Police which takes place before Bubblegum Crisis, where before the Knight Sabers, only the AD Police stood between man and machine; and Bubblegum Crash, set after BGC, where amidst a sea of robots and androids, the ultimate evil is banished - and only the Knight Sabers stand between MegaTokyo and the total destruction of Bubblegum Crash. Packed with new equipment, weapons, boomers, hard suits, power armor. \$28.95

## CASTLE FALKENSTEIN

**FANTASY** A fantasy role playing game featuring dashing and gallant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo, etc. By RTG.

**CASTLE FALKENSTEIN** From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the deadly game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own, a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. *Softcover.* \$45.00

**Comme Il Faut: A Host's Guide to CF Life** in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Society, Alternate Rules & Clarifications, costuming, etc. \$28.95

**Steam Age** The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automobiles, steam automations, etc. etc. 104 pages. \$21.50

**Sixguns & Sorcery** America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons. Voudon haunts the Orleans Free State, Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather... weird. \$31.95

**The Book of Sigils: Sorcerous Orders** Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. \$23.95

**The Lost Notebook of Leonardo da Vinci** The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. \$23.95

**The Memoirs of Auberon Faerie** The life story of Auberon, King of the Faerie Seelie Court. In depth source material on all the different types of Faerie: the helpful Brownies, the playful Pixies, the sensuous Naiads, and frightening Bogeys and Haints; the story of the 5 Earths the Fae have visited, and more. \$28.95



# 6 - Roleplaying Games: Cthulhu - Conspiracy X

## Call of Cthulhu

**HORROR** Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! By Chaosium.

**Call of Cthulhu 5th Edition** A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-written and includes a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. **\$34.95**

**1990s Handbook** A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. **\$21.00**

**Arkham Sanitarium** Contains a large number of useful forms for use in the RPG. Death certificates, insanity certificates, patient records, and even fingerprint forms, & a 25 page Sanitarium prescription pad. **\$27.00**

**A Resection of Time** A 64 page scenario book. At first, the death of successful archaeologist Kyle Woodson seemed an accident, an automobile crash. When certain medical irregularities begin to become apparent, the investigators end up travelling across the 1990s America until they reach ancient Mayan ruins. **\$19.00**

**At Your Door** A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **\$32.00**

**Blood Brothers I** 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **\$32.00**

**Blood Brothers II** 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. **\$32.00**

**Cairo Guidebook** The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. **\$28.95**

**Coming Full Circle** The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed the town. **\$28.95**

**The Complete Dreamlands** Fourth Edition, expanded and revised. Provides all you need to know to enter the land of dreams. It includes a travelogue of the Dreamlands, a huge gazetteer, statistics for over thirty prominent NPCs, a bestiary of over sixty monsters, a map, two adventures: Lemon Sails and Pickman's Student, etc. Almost 100 pages of background information. **\$34.95**

**Cthulhu for President** Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a '96 yard sign, a full color 11x17" poster, a window sign, 8 page book of speeches, posters, & new vision booklet. **\$10.00**

**Cthulhu Live** A live action horror game set in the universe of eldritch horror created by H.P. Lovecraft. It is a game in which players interact with each other as they explore arcane mysteries. Four to eight players is average, but you can have up to 15. These rules are more simple than the RPG, and there are no dice or tables needed. **\$27.00**

**Dark Designs** 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **\$31.95**

**Delta Green** By Pagan Publishing. 298 pages. The largest Cthulhu sourcebook ever. Inside you'll find a secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the US government to fight the darkness, Majestic-12, etc. Plus new skills, new spells, new scenarios, new scenarios. **\$47.00**

**Encyclopedia Cthulhiana** Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. **\$17.95**

**Escape From Innsmouth** Recreates Lovecraft's most haunted locale. Here are all of the terrible places, brooding characters, evil tomes, and monstrous inhabitants of Innsmouth. This is a revised second edition with an entirely new section. **\$36.95**

**Fatal Experiments** Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg. Duck's Foot Pistol. **\$31.95**

**Horror's Heart** This dangerous investigation is set in Canada, in the 1920s. The investigators meet the powerful Lavigne family of Montreal and learn what imperils them, and glimpse a strange cult that thrives in Quebec. **\$19.95**

**In the Shadows** A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. **\$18.95**

**Keepers Companion** 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background including forbidden books, secret cults, alien races, mysterious places. **\$20.95**

**King of Chicago** Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town! 128 pages. Marseilles in France is also visited. **\$17.95**

**Minions** Fifteen short scenarios and brief encounters designed for one or more intrepid investigators. What business has the mysterious prowler following an investigator home? What does Farmer Billman have buried squirming beneath the woodland floor? **\$17.50**

**Secrets** Secrets that have been allowed to fester and darken in the shadows. This Fright Night scenario pack is suitable for beginning GMs and investigators, and the adventures also by experienced investigators. Handouts and maps. **\$14.50**

**Strange Bots** Three adventures set in unusual times and places: in Renaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playwrights. Six pregenerated characters are provided in each scenario. **\$24.00**

**Taint of Madness** Sourcebook discussing the recognisable forms of insanity, the historical treatment of the insane, how the mad or the incompetent are handled, and what the legal complications of being classified insane may portend. **\$29.00**

**The 1920s Investigator's Companion** Split into four sections. The Roaring Twenties which details life in that period; On Becoming an Investigator which offers 140 different occupations and uses of skills; The Tools of the Trade including various forms of transportation, investigators' equipment and guns; Words of Wisdom - advice to the investigator on how to survive. **\$35.00**

**The Compact Arkham** Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. **\$30.00**

**The Compact Trail of Tsathuggua** When ancient writings are discovered on a floating iceberg, an expedition is formed at Miskatonic University to investigate. The second scenario focuses on the living horror growing behind the sasquatch legend. **\$14.50**

**The Complete Masks of Nyarlathotep** At long last the Stars are almost Right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably, but not quite yet. Pesky

human investigators have learn much, but can they survive long enough to make sense of what they know? This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. Also includes four new episodes, added keeper support material and a new version of the Australian chapter. **\$36.50**

**The Dreaming Stone** Set primarily in Lovecraft's Dreamlands. There, the investigators will travel through many realms of wonders. The Temple of Loveliness at Kiran, the Jungle of Kled, the Great Library of the Dreamlands, the desolate Fathomless Lands, and the Far Side of the Moon will be the investigators be able to have Nyarlathotep's plan before it is too late? **\$19.00**

**The Golden Dawn** The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. **\$32.00**

**The London Guidebook** Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. **\$24.00**

**The New Orleans Guidebook** New Orleans in the 1920's is a city of many faces. The gaiety of Mardi Gras is juxtaposed with rampant corruption. The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District. **\$27.00**

**The Thing at the Threshold** A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artefacts, a subsequent expedition triggers tragic future consequences. **\$28.95**

**The Realm of Shadows** A 1940s campaign by Pagan Publishing. Has a horror on ghosts, the Cult of the Charnel & god, and the notorious Cultes des Gouttes, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. 200 pages. **\$35.00**

**Utatti Asfet** A modern globe-trotting campaign. Investigators travel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. **\$32.95**

**Ye Book of Monstres II** Dozens of new races and individual creatures for use with the Call of Cthulhu RPG. Includes outer gods, elder gods, Great Old Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities. **\$17.95**

### CTHULHU MYTHOS ANTHOLOGIES

**1. The Hastur Cycle** A definitive collection of stories about He Who Is Not To Be Named. These are classic stories by Lovecraft & his circle. **\$17.50**

**2. Mysteries of the Worm** 2nd in the series of classic Cthulhu mythos fiction edited by Robert M. Price. **\$17.50**

**3. Cthulhu's Heirs** New collection of tales, modern authors follow in the squiggly footsteps of Lovecraft & pals. **\$17.50**

**4. Shub-Niggurath Cycle** collection of tales about Shub-Niggurath, the Black Goat of the Wood, an evil deity. **\$17.50**

**5. The Book of Iod** Thirteen short stories by Henry Kuttner, friend of Lovecraft and Bloch. **\$17.50**

**6. The Azathoth Cycle** Sixteen horror tales concerning the ultimate chaos, a god that created the universe by mistake, or as a joke. **\$17.50**

**7. Made in Groatwood** 17 stories written by authors who admire the works of Ramsey Campbell, including one story by Campbell himself. All stories are set in that fearful part of Severn Valley. **\$17.50**

**8. The Dunwich Cycle** 9 stories set where horror begins - in the Dunwiches of the world the old way linger. They are places that shelter horrifying truths. **\$17.50**

**9. The Disciples of Cthulhu** The disciples of Cthulhu are a varied lot. They are obsessive, loners, dangerous, seeking to convert or use others. **\$17.50**

**10. The Cthulhu Cycle** The latest collection of tales from the Cthulhu Mythos, this one starring the great tentacled monstrosity himself. **\$17.50**

**11. The Necronomicon** Includes short stories and scholarly essays concerning that most unholy and blasphemous of Mythos tomes, the Necronomicon. **\$17.50**

**12. Xothic Legend Cycle** The complete Mythos fiction of Lin Carter. **\$17.50**

**13. Nyarlathotep** The Mighty Messenger of the Outer Gods, Nyarlathotep has also been known to deliver tidings from the Great Old Ones. All of these stories revolve around this god of a Thousand Forms. **\$17.50**

**14. Singers of Strange Songs** Eleven new tales of horror, as well as three reprints of excellent but little known work by Mr Lumley. **\$21.00**

**15. Scroll of Thoth** Twelve tales of the Cthulhu mythos by Richard L Tierney, all focusing upon Simon Magus and the Great Old Ones. **\$21.00**

## Champions

**SUPER HEROES** The world of flying super heroes and super villains. By R.Talsorian Games & Hero Games.

**CHAMPIONS: The New Millennium** With 200 pages, 16 in color, this all new edition of Champions features the new combined Hero/RTG system, FUZION, which first debuted in *Bubblegum Crisis*. A major cataclysm has shaken the very foundations of our universe, utterly destroying the mighty heroes who once protected humanity. The old Champions are all dead, but their enemies now prey on the world. Dr Destroyer, Black Paladin, Mechanon, Eurostar, to name a few, are bigger and badder than ever. Only you can stop them. You have newfound unearthly powers, but are you tough enough for the job? Features a powerful story driven setting, you can create the superhero you want to create, and you can design super powered weapons, martial arts and vehicles. With complete character write ups for the new Champions and their enemies, history, organisations, Bay City, special effects, etc. **\$40.00**

**Champions: Alliances** You can't do it alone. You can do things that most people only dream about, but being a hero is a hard job - you need allies. But not just heroes need allies, the bad guys need allies too. Now get the inside data on the Guard, the Arcadian Academy, the Scions of Caine, Odyssey Research Institute, over two dozen new high powered characters, two new settings, etc. **\$22.50**

## Changeling

**HORROR** The last game in White Wolf's World of Darkness setting, which includes Vampire, Werewolf, and Wraith. By White Wolf.

**CHANGELING: THE DREAMING** 2nd Ed RPG Enter into the realm of modern fantasy! Here faerie knights battle for control of ancient fiefdoms under the very noses of the mortal world. This game is filled with fantastic beings of myth and legend, from the towering honorific trolls to the shy and elusive slugh. The mischievous pooka. These children of the Dreaming find themselves trapped on Earth, the ancient pathway to their home closed seemingly for ever. In order to survive they mask themselves in human guises and even live normal lives. This new edition does not

use cantrip cards! 294 color pages. **\$48.00**

**Changeling Player's Guide** Here you learn new secrets behind the origins of the nine kith. Discover the 13th kith of the Nunnehi Nations. Delve into the secrets of new Arts, and explore new Legacies and Grounds. **\$36.00**

**Changeling Storytellers Screen 2nd Ed** Screen containing all the most useful charts; an introductory story, crossover rules; **\$24.00**

**Dreams and Nightmares** Enter the world of myth and dreams. Many changelings venture into the Dreaming in search of their nearly forgotten paradise. Arcadia. Others come here in search of treasures and dream stuff, others for adventure. **\$25.00**

**Freehold and Hidden Glens** Freeholds, concealed from the eyes of mortals, are places of splendor that dot cities and countryside across the Earth. Any site where changelings gather may become a freehold, and some ancient glens containing natural wellsprings of Glamor still exist today. Explores seven freeholds. **\$23.95**

**Immortal Eyes: The Toybox** San Francisco, site of the resurgence of the fae on Earth. This city is perhaps the most important to the fae, for the Glamour is more powerful here than in any place on Earth. No other city contains more freeholds & magical sites than this one. **\$23.95**

**Immortal Eyes: Shadows on the Hill** Welcome to Hawaii, one of the world's natural splendors. From its glittering waterfalls to its fiery volcanoes and black sand beaches. Hawaii is considered to be one of the most beautiful places in the world and a haven for Kithain seeking to flee the ravages of Banglity. **\$23.95**

**Immortal Eyes: Court of All Kings** The Emerald Isle, Ireland - the heart of Celtic myth & legend. Here is a land divided by petty kings, a land of ancient mysteries & of powerful magic. And most sought of all is Sivler's Gate, the last gate to Arcadia - rumored to be hidden along the island's rocky shores. **\$23.95**

**Isle of the Mighty Journey** to a land of ancient magic and hidden wonders is the tale of Great Britain. This *Changeling/Mage* crossover explores the hidden realms and secret societies of both mages and Kithain. **\$35.00**

**Kithbook: Nockers** Although nocker creations are highly prized among the kingdoms of the Kithain, most changelings bear little love for these dull and foul-mouthed tinkers. So brusque is nocker personality that few take time to get to know them. **\$19.00**

**Kithbook: Saitors** Wild passion is at the heart of all saitors. Yet they are held in high regard for their wisdom. **\$24.00**

**Kithbook: Sluagh** Known as whisperers in the darkness, these Kithain are a mystery. Explore the secrets of these most elusive fae, but beware, there are some secrets best not learned. **\$19.00**

**Kithbook: Trolls** Truth, honor, justice. It is for these things that the trolls stand. Silent and strong, the trolls are often looked upon the protectors of the kind, but once the trolls ruled the kingdoms of the fae, and maybe they will again one day... for now the trolls continue their silent vigil - watching, waiting. **\$18.95**

**Kingdom of Willows** Explore the changing kingdom of Southwest Concordia. Uncovers the secret conspiracies of the noble courts and the commoners. **\$29.00**

**Nobles: The Shining Host** From time immemorial the noble sidhe have ruled the fae. Learn their secrets of power: how and why they maintain their chokehold over the commoners. This book covers the history of the nobility, from their return in '69 and the Accordance War which followed. **\$18.95**

**Noblesse Oblige: The Book of Houses** An insiders guide to the five most powerful houses of the Seelie Court. Everything from histories and cultural outlooks of each of the houses, to secret alliances. **\$29.00**

**The Autumn People** The world is a deadly place for the fae. Autumn People are everywhere - they bring dullness and tedium to the world. They destroy both chimera and changeling alike. The Dauntain are dark and twisted, & hunt and destroy the fae. **\$18.95**

**The Enchanted** Sometimes the mortal children of Kithain are chosen by the Dreaming to be part of the world of Enchantment. Though not truly changelings, these people can interact with the fae and are often swept up in their adventures. **\$24.00**

### CHANGELING NOVELS

**1. The Splendor Falls** Baby switching, mischievous tricks, magical abilities. You've heard the stories and legends, but what is the truth about faeries and changelings? **\$9.50**

**Immortal Eyes Trilogy**

**2. Shadows on the Hill** The six changelings are trying to find a way back to the land of the dreaming, but so is the Forsworn prince, but for his own dark purposes. Can they stop him? **\$9.50**

**3. Court of All Kings** One of the Changelings' own has betrayed them. Now he sails for Ireland, ancient home of the sidhe, accompanied by his sworn Prince, who has three of the faerie treasures known as Immortal Eyes. The remaining oathmates must follow in search of the fourth and final Eystone. **\$9.50**

## Chivalry & Sorcery

**MEDIEVAL FANTASY** One of the all-time classic medieval role playing games, now in its 3rd Edition. By Highlander Designs.

**CHIVALRY & SORCERY** This new 3rd Edition has a character creation system for both point based and randomly generated characters, or a mixture of the two, in about half-an-hour. Optional rules allow for special abilities, flaws, determining your character's Astrological sign and much more. There are 16 character vocations, a new Skillscape system which allows any character to develop any skill; there are over 250 skills; a new Crit Die system, which allows for quick and realistic results. You need three 10-sided dice. There are seven magic vocations, heaps of spells, rules for creating magical devices, over 175 magical materials, and rules governing the creation of a Mage's focus. The game is set in late thirteenth century Europe, but includes a huge magical/fantasy element. 200 pages. **\$32.00**

**Chivalry & Sorcery GM's Handbook** All the info the GM needs, including awarding experience, designing your own adventures, creating monsters and creatures, how to run a feudal setting, and a complete fantasy setting, including map. **\$29.00**

**Chivalry & Sorcery GM's Shield** Your typical GM screen as well as a 16 page booklet with a scenario guide and seven new magical devices of power. **\$17.00**

**Stormwatch** Your party has been charged with creating a buffer zone between the nation of Elb and the advancing Orc horde. For 4 - 8 characters of 1st to 3rd level. With eight character cards. **\$13.00**

## Conspiracy X

**SF HORROR/MYSTERY** Very clearly inspired by the X-Files television series. By New Millennium Entertainment.

**CONSPIRACY X RPG** Based heavily on the X-Files. You work for a secret US government organisation, Aegis, who has been aware of extraterrestrial presence on Earth for over forty years. You monitor alien activity and attempt to counter alien endeavours that you feel threaten humanity. But as in the X-Files, you go head-to-head with another secret US government organisation, "Black Book". This organisation co-operates with the aliens, assisting in



alien abductions of humans and hideous genetic experiments, in building and maintaining alien bases on earth, and in trading technology. But this other organisation has more money, better equipment such as alien technology and psychers, etc, so right from the start your work is cut out for you. You are up against aliens and the men of the Black Box. 224 profusely illustrated pages. **\$40.00**

**Aegis Handbook** You are mankind's only hope. What they don't know will hurt them and keeping the truth secret is the only way to protect them. With expanded Aegis recruitment, new backgrounds, more character traits and the new equipment. Details how to conduct investigations & cover-ups. 160 pages. **\$25.50**

**Conspiracy X: Serpents** The usual GMS Serpents is filled with easy reference charts and tables. Also has a 48 page booklet detailing a pregenerated AEGIS team with complete bios, stats, & cell info. Also a mission. **\$25.50**

**Nemesis: The Grey Sourcebook** Thousands have reported seeing flying saucers and little grey aliens. Hundreds have described horrifying abductions and experiments. Aegis operatives have been watching Grey activity on Earth for decades, and they are no closer to the truth - until now. This 96 page sourcebook explains the history, technology, psychic powers, etc, of the Greys. **\$24.00**

**Cryptozoology** The study of unknown terrestrial lifeforms is called cryptozoology. We know them as Big Foot, Sasquatch, Loch Ness Monster, Yeti, etc. All these and more are revealed in this book. This 128 page book also introduces two new organizations, the Royal Cryptozoology Society & Titandae. **\$29.00**

## Cosmic Enforcers

**SUPERHERO** A superpowered science fiction role playing game in the tradition of Palladium books. By Myrmidon Press.

**COSMIC ENFORCERS RPG** Puts you in control of technopowered super heroes and villains in a hard core science fiction future of the year 2025. Earth Central sits at the head of the table of the Galactic Alliance, a coalition government of the Milky Way's seven known races. After years of warfare, peace finally reigns, but not for long...Dark forces have gathered their power waiting for the perfect time to strike down the alliance and restore chaos to the universe. Now only one barrier stands in the way of their obsession with total anarchy. They are known as the Cosmic Enforcers. 220 illustrated pages. **\$32.00**

**Villains & Foes** By Kevin Long. Focuses on the criminals and miscreants of the Galaxy - from sinister villains to misguided heroes, from superpowered terrorists to insane murderers. Also features Chicago in the 21<sup>st</sup> century, owned by criminals. Has cybernetics, new weapons, powers, magic and psionics. **\$27.00**

## Cyberpunk 2020

**SCI-FI** A hyper-tech near-future of corporate wars, bio-engineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. By R.Talsorian Games.

**CYBERPUNK 2020 2nd Edition New Enlarged Printing** This new print run features 254 pages, including heaps of revised artwork (with 10 more pages of art on the nine character types). Features extensive character creation mechanics, cyberweapons, net programs, bio-ware, nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners, fixers. 10 scenarios, & details on adventuring in Night City. Proudly printed in Australia by Jedko Games. **\$20.00**

**CYBERPUNK 3rd Edition** In 2022 the two mightiest corporations in the world went to war, and touched off a blaze which engulfed the globe. That was years ago. Things have settled down since, but nothing is the same as it was. This new edition of Cyberpunk will be advancing the timeline forward from 2020 by a few years, and adding some new elements which will give the setting a more post-modern, as opposed to post-apocalyptic, feel. Features the new FUZION system like Bubblegum Crisis. March '98. **\$38.00**

**Blackhand's Street Weapons 2020** A complete compilation of statistics and information on every knife, pistol, SMG, bullet, grenade, and piece of personal artillery available in 2020. Prices, damage capabilities, availability and illustrations so you'll know whether that Boogsteranger is pointing a peashooter or a hand cannon at you. **\$12.95**

**Character Sheets** 32 double sided character record sheets. **\$9.50**

**Chromebook** An illustrated catalogue of the latest cyberware, personal services, fashion accessories, vehicles, net programs, personal weapons, etc. 96 pages of Cyberpunk lifestyle. **\$18.95**

**Chromebook 2** One of the most popular Chromebooks is now back in print. Covers new cyberware including a remote, removable eye, equipment, weapons, including the Rhinemetall Railgun and the Anti-Matter Rifle, both great for dealing with all forms of power armor and metalgear. Also details heaps of new full-body replacement packages - the latest trend in survivability; chameleon devices, etc. **\$22.50**

**Chromebook #3** The biggest Chromebook ever. Packed to the gills with more 21st century style and technology than ever before. Among the topics covered are: cybermodems, PCs, software, vehicles, borgs, robotics, & more cyberware. Due? **\$28.95**

**Chromebook #4** The biggest vehicle selection ever from town cars to armored cars, a huge software catalog, fashions and trends are presented, the cyberware section showcases new models, upgraded Soviet retreats, and info from Interface magazines. **\$15.95**

**Compendium of Modern Firearms** 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **\$31.95**

**Corp. Book III** Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the Corporate War. **\$15.95**

**Cybergeneration 2nd Ed** It is 2027. The Cyberpunk movement is dead, crushed beneath the jack boots of the Incorporated States of America, a tyrannical techno-government that rules through media, money and unstoppable cybernetic might. But a new force has taken to the street to carry on the battle their parents lost. Raised on danger and deception, forged in the fires of a mysterious nanotech plague that has ravaged the 21st century, the handful of angry juvengers now wield incredible powers that defy both science and cybertech. They are the Cybergeneration. This second edition of Cybergeneration is a complete role playing game in the Cyberpunk tradition, featuring 18 yong character roles, amazing nanotech abilities and powers, edgerunner characters, a complete netrunning and combat system, 21st century weapons, network, street-tech, new Adversaries and Allies of the Corporate controlled America, lost of background info, and lost more role playing action, with the emphasis on role playing. **\$31.95**

**Deep Space 2nd Ed** Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **\$19.95**

**Ecofront** For Cybergeneration, an info packed journal owning a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc.

Includes the new cyberrevolved souls. **\$15.95**

**Edgerunners Inc Wanted:** Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, body-guarding, asset acquisition, smuggling, investigation, demolition, code-cracking, repossession, counter repossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **\$18.95**

**Eurosource Plus** European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of European Community: roles with a distinction, Eurotwist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **\$28.95**

**Firestorm: Stormfront** The first of two books presenting the events and participants in the Fourth Corporate War. This one focuses on the early stages of the War, between QTEC & the Eurocorp CINO. Soon Arasaka and Militech government and the conflict. With water technologies and warfare and the growing sniping war between the corps. This book is the connection between the current edition of Cyberpunk, an the new 3rd Ed coming out next year. **\$34.95**

**Firestorm: Shockwaves** The second of two books presenting the events and participants in the Fourth Corporate War. Now, as brutal battles continue between Arasaka and Militech, cities around the globe turn to rubble. No more covert operations, edgerunners and troops are holding gun battles down the main streets of cities around the globe. Tons of new information. **\$28.95**

**FreeFront** Fourth in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and the kinks in its armor to bring it down. Due Dec? **\$20.95**

**Generation Gap** The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Oct. **\$18.95**

**Hardwired** Sourcebook of the high tech, low-intensity war between Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. **\$17.95**

**Home of the Brave** Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. **\$28.95**

**Land of the Free** The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientist's daughter from New York to Night City, & so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **\$28.95**

**Live and Direct** In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **\$18.95**

**MediaFront** The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronic media which permeate the ISA culture. Can the Cyberrevolved break the iron grip the government has on the minds of the masses? For Cybergeneration. **\$15.95**

**Neo Tribes** In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, jackrabbits, and the Neo-tribes, nomads who have given up life under fluorescent light & eating pre-pack, in exchange for starlight, freedom & a life of riding the range, living their own way. **\$18.95**

**Pacific Rim Sourcebook** The Pacific Rim. The name conjures up images of high-tech glitterlands. Here every dream can come true, realised by the tech-wizards of the Orient. But under the Westernised exterior lie traditions thousands of years old, and beneath the clean streets lurks a shadow world far squalid than any American sprawl. Covers from Hawaii to China, Japan to New Zealand and Australia. The Rim has it all, smuggling, piracy, and revolutions. **\$22.50**

**Rache Bartmoss' Guide to the Net** A 152 page complete guide of the net throughout the world. Includes Als, Network loemen, Arasaka Dataforis, new software, lots of full color regional maps, new city grids, new dataforis impossible to crack, new netrunning options, an entirely new net - the MicroNet, & lots of full color artwork. Reprint due March? **\$23.95**

**Rache Bartmoss' Brainware Blowout** Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also states from all the new stuff in the Netrunner Trading Card game. Tons of illustrations. **\$22.50**

**Kough Guide to the UK** Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **\$18.95**

**Solo of Fortune Sourcebook for Solos**, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a biker gang leader, shoot him under his nose - or even better-shoot yourself without showing pain! Reprint due March? **\$15.95**

**Solo of Fortune II** 96 pages including America's top ten solos, the latest in walking vehicles and heavy armaments, full-borg Adam Smasher speaks his mind, civilian and military trends over the next ten years, lots of interviews, info behind the iron curtain. South America, etc. **\$22.50**

**Tales from the Forlorn Hope** Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a monster hunt in the wilds of Eastern Europe. **\$17.95**

**The ISA Sourcebook** Know your enemy! This book shows you the face of the Incorporated States of America, a frightening place on the edge of tomorrow, where the government never closes. Due Sept. **\$23.95**

**VirtualFront** Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **\$15.95**

**Wildside** Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own organisations, etc. **\$19.00**

**When Gravity Fails** Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, & a sexy adventure. From the novels of George Alex Effinger **\$20.00**

## Deadlands

**Wild West** The Wild West in the 1870s USA, but with many differences - one being that Cthulhu has visited the game! By Pinnacle Entertainment.

**DEADLANDS RPG** The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen

into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **\$42.50**

**Deadlands Poker Deck** Two complete decks of playing cards with the most wicked Weird Western art. **\$27.00**

**Deadlands T-Shirt** XL T-shirt saying I Am the Law! **\$32.00**

**Hucksters & Hexes** Hucksters draw their knowledge of magic from cryptic codes scattered through *Hoyle's Book of Games*. Reveals Hoyle's secrets and new hexes & arcane lore. Dec. **\$32.00**

**Independence Day** Celebrate the 4<sup>th</sup> of July in the Disputed Lands! Ever since he turned up dead, Roman Lynch has been wandering around the Weird West, trying to stay out of trouble that follows him like a hungry bear. He ends up working with Wyatt Earp, and encounters a mysterious serial killer called the Butcher. Contains a novella and small adventure. **\$8.00**

**Marshal Law** Your typical GM screen and two all new yarns chock full of horrific secrets guaranteed to send shivers down your hero's spine! Also a new character sheet. **\$24.00**

**Night Train** Our undead gunslingers next adventure finds him in the town of Varney Flats just as the ominous Night Train rolls into town. This is the third Dime novel, including an adventure. **\$8.00**

**Perdition's Daughter** Ronan Lynch, Bad Luck Betty and Velvet Van Helder had no idea what they were up against when they took on a job to free a rich man's son from the religious cult he'd joined. It all seemed simple enough. Contains a novella and small adventure. **\$8.00**

**Rascals, Varmints & Critters** Desperados, abominations and strange critters - the strangest collection of creatures you've ever seen in one place. Due Oct. **\$32.00**

**Smith & Robards** Mad scientists and their weird gizmos are the focus of this book done in the spirit of a famous catalog. Traditional weapons and elixirs and other fantastic devices. **\$32.00**

**The Book of the Dead** Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game. **\$32.00**

**The Quick & the Dead** The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posers and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book. **\$39.95**

**Twisted Tales** This here book's got space in it for you to record your posse's wanderings in the Weird West, plus there's a deluxe character record sheet, and rules for giving faithful writers a bonus for their efforts. **\$8.00**

**Weird Wailin's** The Deadlands music CD! About 60 minutes of music to set the scene when roleplaying the game. **\$27.00**

See Deadlands in the Miniatures section for The Great Rail Wars and range of miniatures.

## Advanced Dungeons & Dragons

**FANTASY** A bunch of people sit around a table, scoffing junk food, screaming deliciously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! By TSR.

### INTRODUCTION

**The Complete AD&D Starter Set** Epic roleplaying adventures with knights, dragons and magic. Picture a world filled with monsters, treasures, and daring deeds waiting to be done. Imagine crumbling stone towers and mysterious underground dungeons waiting to be explored and plundered. Imagine yourself as a mighty hero, a cunning wizard, or a stealthy thief, facing every adventure with your sword or magic. Two to seven players play this introductory game. Includes rules, GM screen, a mini monstrous manual, dungeon map, six hero cards, six plastic figures of player characters, seven dice, and one hundred hours of adventures. **\$44.95**

### CORE RULES

**Player's Handbook Revised 2nd Ed.** The AD&D 2nd Ed Players Handbook has come out in a brand-new, all color hardback format, with a fresh and exciting layout and many new illustrations - a feast for the eyes as well as the imagination! Containing the newly updated and corrected 2nd Edition rules for players. 320 full color pages. **\$47.95**

**Dungeon Master Guide Revised 2nd Ed.** The greatest of the AD&D gamebooks - the all new, all color AD&D 2nd Ed Dungeon Masters Guide. This printing contains the complete, updated, and fully corrected text of the earlier 2nd Ed version, but in a gorgeous new format. 240 pages. **\$39.95**

**AD&D CD-ROM Volume I CORE RULES** Every aspect of the game is faithfully and beautifully incorporated into a fully cross-referenced, interactive electronic manual, with the complete text of the *Players Handbook*, *Dungeon Masters Guide*, *Monstrous Manual*, *Tome of Magic and Arms & Equipment Guide*. DMS & players can easily & quickly generate full characters; a map generation system to create dungeons, villages, towns, cities, castles, & wilderness; also a computer animated 3-D tour of a village, IBM requires Windows 3.1 or '95, CD-ROM, 486+, 8mb RAM. Note New Price! **\$64.95**

**AD&D CD-ROM Volume II Supplemental Rules** This CD-ROM contains every single Complete supplement, from *Complete Fighter's Handbook* to *Complete Ninja's Handbook*, also the *Three Players Option Rulebooks* and *Dungeon Masters Option Rulebook*, *Monstrous Compendium Annuals Vol. 1, 2, 3*, and a 3D animated Dungeon tour, a castle builder program, town builder program, a mapping program update, and an instant NPC Generator. Due ever? **\$119.95**

**MCCI Monstrous Manual** The definitive sourcebook of monsters for the AD&D world. This 384 page hardback book contains lots of critters from MCI, MC2 & a few other sources. Some updated material plus heaps of colour illustrations. **\$47.95**

**AD&D Magic 2nd Ed.** New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages. Now in softcover format. **\$34.95**

**AD&D Dungeon Master Option Rulebook: High Level Campaigns** 192 page hardback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc. **\$31.95**

**AD&D Player's Option Rulebook: Combat & Tactics** all the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new



# 8 - Roleplaying Games: AD&D Core - AD&D Tomes

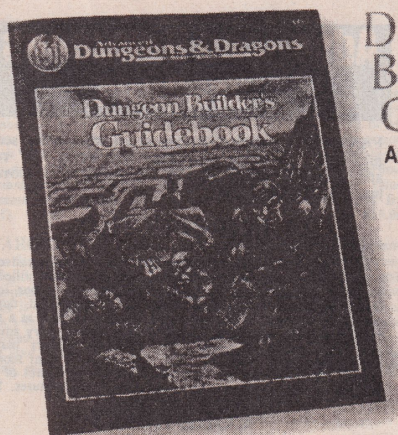
weapons from ancient times to the renaissance, monster tactics, terrain effects. **\$31.95**  
**AD&D Player's Option Rulebook: Skills & Powers** House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc. Softcover. **\$36.95**  
**AD&D Player's Option Rulebook: Spells & Magic** New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players. **\$34.95**

## ACCESSORIES - CORE MATERIAL

**Book of Artifacts** 160 page hardback describing a wealth of magical items. Includes info on how to create artifacts so that megalomaniac players can wield ludicrously powerful trinkets! **\$31.95**  
**Chromomancer** The last and most dangerous wizard world lies not in space but in time. At last, the Plane of Time is open to those few wizards who would risk everything - even their own existence - to visit ancient and forgotten lands. With new spells, powers, realms. **\$19.95**  
**Magic Encyclopedia Vol. 1** An illustrated index of common and bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). Reprint due March? **\$17.95**  
**Magic Encyclopedia Vol. 2** Continues the above; each entry includes brief description, illustration, original page ref. & GP value. **\$17.95**  
**DM's Screen and Master Index** Revised DM's screen incorporating all the most commonly referenced tables from the AD&D rule books in an easy to use, ready reference format that keeps them handy during play. The master index to AD&D rulebooks makes it easy for anyone to get access to complete info on any topic or rule in the AD&D game. **\$17.95**  
**AD&D Character Record Sheets** These are the all new AD&D 2nd Edition Character Record Sheets, where you can record your character's ability scores, possessions. **\$15.95**

## ACCESSORIES - CAMPAIGN MATERIAL

**Arms & Equipment Guide** Comprehensive catalogue of weapons, armour and equipment for the Medieval period. Includes item cost & correct application, plus lots of nifty illustrations. **\$28.95**  
**Charlemagne's Paladins** Combines the history of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. Campaign of the dawn of chivalry. **\$23.95**  
**Complete Book of Villains** creating and handling memorable & challenging foes, by helping DMs develop each aspect of those villains, making them more real. **\$28.95**  
**Country Sites** Every DM has a wilderness, but what about special encounter areas, such as ruins, country manors, roadside inns, and villages? Includes adventure hooks. **\$19.95**  
**Dragon Mountain** A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the daylight out of 'em and steal the loot! **\$59.95**  
**Dungeon Builders' Guidebook** How to construct terrifying underground dwellings. With 32 pages of map templates, a random dungeon generator, tables for stocking dungeons with traps, treasure, and tips and guidelines. **Due June.** **\$31.95**



**Glory of Rome** Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. **\$28.95**  
**Monster Mythology** Campaign details on Divine Beings & Abilities, Avatars, priestesses, and the Gods of the Demihuman (Elves, Dwarves, etc), Goblins (Orcs, Goblins, etc), Underdark races (the Drow, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. **\$23.95**  
**Sages & Specialists** Presents new rules and specialised nonplayer character classes to use in any campaign world. These nonplayer characters are unique in that they can grow and develop along with the players' characters. **\$28.95**  
**Savage Baronies** An audio CD accessory and adventure for *Red Steel*. The Savage Baronies, home to swashbucklers, gauchos, & dictators, is being invaded! The goblins of the Yarak Steppes ride again. Includes source material and a short adventure. **\$11.95**  
**The Dancing Hut of Baba Yaga** A witch the size of a tree with a house on her back like a snail - except the house/hut is bigger on the inside than on the outside, a madhouse of magic & death. **\$15.95**  
**World Builder's Guidebook** Chock-full of tips, hints, tables, and menus to help you design your own fantasy campaign world compatible with any roleplaying game system, complete with convenient pad of design forms and aids. **\$31.95**

## ACCESSORIES - PLAYER'S MATERIAL

**CR1 Wizard Spell Cards** Features a pocket-sized card for over 400 core-level spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! **\$39.95**  
**CR2 Priest Spell Cards** Same as above, but for Priest spells obviously. With over 400 cards. **\$39.95**  
**Deck of Magical Items** Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! **\$39.95**  
**PHB1 Complete Fighter Manual** Covers character creation, warrior kits (sub-classes like Amazon, Barbarian, Berserker), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, weapons variant armor, & more! 124 pp. **\$31.95**  
**PHB2 Complete Thief Manual** Includes the Code of the Professional, new proficiencies, thief kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new

tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! **\$28.95**  
**PHBR3 Complete Priest Handbook** Features the basic principles of Cleric & paladin play, complete for designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. **\$28.95**  
**PHBR4 Complete Wizard Handbook** Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns. Wizard kits (PC sub-classes like Academician, Mystic, Peasant, Wizard, Witch, etc), new magic powers, combat for Wizards, unusual spell-casting conditions, spell research, illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. **\$31.95**  
**PHBR5 Complete Psionics Handbook** Covers the Psionist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairvoyance, Psychokinesis, Psychometabolism, Psychoporation, Telepathy, and Metapsychosis. 128 pages. **\$31.95**  
**PHBR6 Complete Dwarves Handbook** Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. **\$28.95**  
**PHBR7 Complete Bard Handbook** Has character creation, Bard kits (PC sub-classes like Gallant, Riddler, Riddler, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Eleven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc. **\$28.95**  
**PHBR9 Complete Elves Handbook** Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funeral ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, bladesinger, etc), and more! 118 pages. **\$31.95**  
**PHBR9 Complete Book of Gnomes & Halflings** Details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This book promotes character development & enriches the game environment. **\$28.95**  
**PHBR10 Complete Book of Humanoids** Drastically expands the racial parameters of player characters (and major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. **\$28.95**  
**PHBR11 Complete Ranger's Handbook** Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, Guardian, Pathfinder, Stalker, etc. With new spells and magical items, new proficiencies, etc. 128 pages. **\$28.95**  
**PHBR12 Complete Paladins Handbook** In the fight against evil, the paladin stands as God's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D. Create or enhance your paladin with new proficiencies and equipment, new rules for bonded mounts, and paladin kits like the divinate, envoy, ghosthunter, skydier, and indomitable warrior. **\$31.95**  
**PHBR13 Complete Druid's Handbook** Druids love forests, but they also love the arctic tundra, tropical rain forests, savannas, even the fungi caverns of the Underdark. **\$28.95**  
**PHBR14 Complete Barbarian's Handbook** Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc. **\$31.95**  
**PHBR15 Complete Ninja Handbook** Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can become ninjas. **\$28.95**

## ACCESSORIES - MISCELLANEA

**1996 Annual Monstrous Compendium Vol 3** Compiles a years worth of monsters for the entire line of AD&D game products. There are also some entirely new creatures! **\$31.95**  
**1997 Annual Monstrous Compendium Vol 4** Collects new monsters from a wide array of AD&D game products during the past year, plus new monsters never seen before. With full color illustrations. **Due Jan '99.** **\$32.00**  
**College of Wizardry** The wizard's guild is a powerful institution in the major cities of most fantasy campaign worlds. But little is known about these mysterious and exclusive organisations. Until now. **Due February '98.** **\$25.50**  
**Council of Wyrms** Play a dragon PC in this deluxe adventure, an epic quest in which the Council of Wyrms send you off to aid the dragon races. 3 64 page books, 12 cardsheets, 3 poster maps. **\$39.95**  
**Deck of Encounters Set #1** 432 cards with unique and exciting encounters with monsters or nonplayer characters. The DM can choose cards & arrange as desired, or can be drawn at random. **\$39.95**  
**Deck of Encounters Set #2** 432 cards with all-new and exciting encounters with monsters or NP characters. **\$45.00**  
**Deck of Psionic Powers** 288 cards that each feature a psionic power. Psionic battle rules, monsters, & other essential info is also presented in the deck. No more consulting rule books! **\$28.95**  
**Encyclopedia Magica Volume 1 A-C** 384 hardbound book that lists and details every single magic item created for AD&D. Includes new magical devices, color & B&W illustrations. **\$34.95**  
**Encyclopedia Magica Volume 2 D-P** 416 pages with every single magic item from AD&D for letters D-P, with new material and rules clarifications. **\$39.95**  
**Encyclopedia Magica Volume 3 P-S** 416 page book detailing every AD&D magical item ever created. **\$39.95**  
**Encyclopedia Magica Volume 4 S-Z** 416 pages that detail all of the magic items for AD&D. **\$39.95**  
**From the Dragon's Mouth** This small novel sized book is basically an introduction to TSR's universe of games, from AD&D to Spellfire. **Due 1998.** **\$12.50**  
**GK1 Strongholds** Lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WG2, WG3, and the Castle box set - ideal for street scenes. **\$38.00**  
**GR4 Treasure Chest** Collection of hooks, or ideas, for adventures. Each hook features full color handouts - one for the DM, another for the players. This way the DM fools the player as to the real goal of the characters mission. **\$19.95**  
**The Worlds of TSR** 144 page book of TSR's art, including Al-Hakmon, Forgotten Realms, Dragonlance, Ravenloft, Dark Sun, etc. 200 full color illustrations. **\$29.95**  
**Treasure Tales** Sixteen adventure hooks for any campaign world are presented on full color handouts. Each adventure comes on two separate sheets, but only the DM's tells the full story. The second sheet includes a clue to lead on the player characters. **\$20.95**  
**Wizard's Spell Compendium Vol 1** Every official wizard spell reference for the AD&D game is collected in this set of reference books using the same format as the Encyclopedia Magica series. This volume holds over 1,000 spells from many AD&D materials. **\$39.95**  
**Wizard's Spell Compendium Vol 2** Continues the collection of every official wizard spell for the AD&D game from *The Player's Handbook*, *Tome of Magic*, *Complete Wizard's Handbook*. **\$40.00**  
**Wizard's Spell Compendium Vol 3** The official reference book and definitive source for wizard spells in the AD&D game. **Due Feb '98.** **\$40.00**  
**Wizard's Spell Compendium Vol 4** completes the monumental collection of every official wizard spell for the AD&D game. **Due Oct.** **\$40.00**

## MISCELLANEOUS ADVENTURES

**A Paladin in Hell** Takes high-level characters on a wild ride into the Lower Planes to fight evil. Brings back such fiends and foes as Emirikol the Chaotic, Asmodeus, & other Dukes of Hell. **Oct.** **\$22.50**  
**Player's Option Adventure: Gates of Firestorm Peak** The first adventure using the full range of optional rules presented in the *Player's Option Combat & Tactics*, *Skills & Powers*, *Spells & Magic*. For character levels 6 - 15. More info later. **\$31.95**  
**Moonlight Madness** The curse of lycanthropy has struck and a stalwart band of heroes must race the moon to find a cure before one of them does something they will regret. **Due Mar '98.** **\$31.95**  
**Reunion** An RPGA network adventure for *Al Qadim*. A villain's greed causes the destruction and dispersion of an entire tribe of desert nomads. You must rescue the survivors. **Due May.** **\$15.95**  
**The Lost Shrine of Bundushatur** Buried for more than a century, the ancient temple of Bundushatur has resurfaced. What lurks within its catacombs? **Due Jan '99.** **\$15.95**

## Monstrous Arcana

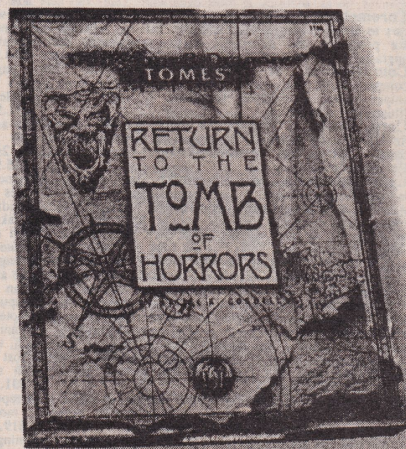
**A Darkness Gathering** First in a three part series that pits player characters against the dark agenda of the Illithids, in this case - the extinguishing of the sun. Can be played alone. **Due July.** **\$16.00**  
**Masters of Eternal Night** Sequel to *A Darkness Gathering*. The player characters must challenge the Illithids in a faraway realm, a realm once dominated by them. **Due Sept.** **\$16.00**  
**Dawn of the Overmind** Sequel to *Masters of Eternal Night*. Completes the series - can you stop the mind flayers before a new age of terror descends upon the world. **Due Nov.** **\$22.50**  
**I, Tyrant** First in a new series of heavily illustrated Monstrous Arcana reference books, detailing the nightmarish world of beholders, creatures of tremendous intelligence and magical power. Beholders are covered from every angle: their architecture, psychology, goals & motivations, weaknesses, etc. **\$28.95**  
**Eye of Doom** The trail of horror leads deeper into the abyss of the beholder underworld, levels 6 - 10. **\$12.95**  
**Eye to Eye** The adventure trilogy reaches its shattering climax when the heroes face the mightiest of the eye tyrants. Twice the length of the other two adventures, levels 8 - 12. **\$20.95**  
**Evil Tide** An adventure that ties into *The Sea Devils* accessory. All along the coasts, villages have been devastated by the rampages of the horrible fishmen. A call for help is sent to the adventurers - but not all is as it seems. This is part one of a trilogy. **\$14.50**  
**Night of the Shark** Sequel to *Evil Tide*, but can be played by itself. The fury of the evil fishmen is greater than anyone imagined, and their raids of terror threaten to destroy a kingdom. How can we stop them? **\$16.00**  
**Of Ships and the Sea** The open sea, primal and unknown, beckons. Rules for sailing ships to exotic lands, and two systems for conducting naval combat. Also extends below the waves, revealing the secrets of underwater adventuring and exploration. The rules support *The Sea Devils* and the *Sahuagin* adventure trilogy. **\$32.00**  
**Sea of Blood** Sequel to *Night of the Shark*. The trail of death and destruction caused by the fishmen leads beneath the waves and into the heart of their watery kingdom. Can be played by itself. **\$14.50**  
**The Illithiad** Inside this lavishly illustrated, full-color tome you'll find detailed information on mind flayer society, psychology, anatomy, history & new psionic disciplines. **Due May.** **\$32.00**  
**The Sea Devils** The sahuagin are known by many names: Devil Men of the Deep and the Sea Devils being the most common. This color illustrated 96 page book details the highly organised structure of their society, insight into their predatory mind, their dark deity, one of their villages is outlined in detail, etc. **\$32.00**

## Odyssey

**Tale of the Comet** Boxed set. Strange lights in the sky, prophecies of doom, and a threat unlike any other draw the heroes to Astor Point. In this small frontier town, the fate of the world will be decided. If the heroes and their strange new allies defeat the invaders, they must pass through a portal to another battlefield, a metal city on a far-distant world, where aliens fight desperately against death machines intent on exterminating all organic life. A 32 page book, two 64 page books, maps, charts, posters. **\$48.00**  
**Tale of the Comet Novel** Worlds collide when a comet crashes into the mountain village of Astor Point. After the comet is revealed to be a starship from a faraway planet, the townsfolk are dragged into a deadly battle between the alien Rael and a sinister artificial intelligence. **\$9.50**

## Tomes

**Jakandor: Island of War!** Two campaigns in one. This self-contained, alternate AD&D campaign world fits into any AD&D campaign. Players choose one side of the conflict, either the race of wild barbarians, or the clan of technomancer wizards. **Feb.** **\$34.95**  
**Jakandor: Island of Destiny** Continues the saga of civilized wizards against savage barbarians. You play the role of a mage trying to defend against the barbarian hordes. **July.** **\$34.95**  
**Jakandor: Island of Legend** Close the epic struggle between the wizards and the barbarians. Legendary battles and quests that will either unite the two groups or destroy them. **Nov.** **\$34.95**  
**Return to the Tomb of Horrors** The most popular of all AD&D game adventures. The demi-lich was slain and the tomb cleansed of its terrors - or so we thought. Could it be that some other, more terrible evil has taken up residence in Acererak's tomb? Includes reduced version of original adventure. **Due August.** **\$48.00**





**The Rod of Seven Parts** The Rod of Seven Parts is one of the most powerful artifacts in the AD&D game. The heroes face the incredible challenge of finding and piecing together all seven parts and harnessing the power of the Rod to defeat the Queen of Chaos and Miska the Wolf-Spider. Includes adventure books, a book of monsters, player reference cards, and 6 detailed poster maps. \$47.95

**The Rod of Seven Parts Hardback Novel** When a thief stumbles upon a part of the Rod, a clash of powers erupts that threatens to destroy his own world and many others. By Douglas Niles. \$34.95

## Savage Coast Novel

**1. The Black Vessel** A powerful wizard and his warrior allies race against time and treachery to unlock the secrets of an ancient statue. What deadly key to the forgotten past and the mysterious Red Curse does it hold? \$9.50

## Planescape

**PLANESCAPE CAMPAIGN SETTING** A ready to run campaign starting off in the bizarre city of Sigil, gateway to all the planes. Rub shoulders with fiends, and realise that attitude and mindset is what lets you survive here, not prowess in combat. Introduces all that's necessary to explore the multiverse of the planes, with rules, the city Sigil, monsters, maps, DM screen, etc. \$47.95

**A Guide to the Astral Plane** The first-ever detailed guide to the "Silver Void", this accessory supplies key information on the drifting corpses of forgotten gods, the evil race of githyanki, violent astral storms, strange psychic energies, etc. \$25.95

**A Guide to the Ethereal Plane** An exotic and fascinating place to explore, detailing the environment and multitude of creatures that live there. *Due Sep.* \$27.00

**Dead Gods** Something's killing gods and other high-ups in the planes, and no one knows who or why. Leads players throughout the planes and right into the middle of events that will shake the multiverse. Two connected adventures. \$48.00

**Tour of the Unknown** Four short adventures takes heroes on a tour of the deadly and the bizarre that spans the Astral, Inner, and Outer Planes, Levels 2-10. \$20.95

**Faces of Evil: The Fiends** The enigmatic fiends, malevolent monsters that wage the Blood War and terrorize mortals - come to life! Culture, politics, and lifestyles of some of the most dreaded and popular creatures are brought to light. Everything you want to know about fiends. \$30.00

**Faction War** All-out war on the streets of Sigil, forcing all to choose sides and prepare for the final conflict. *Due Nov.* \$32.00

**Fires of Dis** A deluxe adventure where the characters travel to the terrifying plane of Baator, home of the evil baatezu. They travel through the 1st level of Baator & to the 2nd to the city of Dis. \$20.95

**Harbinger House** Deluxe adventure featuring full color art & a double panel GM screen. Centres around a mysterious house of horrors that is a nexus of power. \$19.95

**Hellbound: The Blood War** A colossal adventure plunging heroes into the Blood War, the millennia-old conflict between the fiends of the Lower Planes. Contains shocking revelations about the fiends and their origins and introduces the legendary commanders of the Blood War. Boxed set including 16 page comic, books, mapbook. \$39.95

**In the Abyss** Adventure which quests into the heart of the Blood War between the tanar'ri and baatezu, levels 7-10. \$15.95

**In the Cage: A Guide to Sigil** Sigil, the City of Doors, the Gateway to the Planes. Includes a poster size map illustrating the city's thoroughfares in stunning color. Visitors will explore the city ward by ward and discover the criminal elements of each. \$23.95

**Monstrous Compendium Planescape Appendix** 128 pages of monsters from the Astral, Inner, Outer, & Ethereal planes. Replaces the previous Outer Planes appendix. \$28.95

**Monstrous Compendium Planescape Appendix II** With full color art of heaps of new beasts. \$27.95

**Monstrous Compendium Planescape Appendix III** The creatures of the Inner Planes are vicious-beasts that thrive in raging fire, bottomless war, blinding radiance, airless vacuum. Dozens of new monsters. *Due Apr.* \$29.95

**On Hallowed Ground** Revealed - the inside word on the gods of the Outer Planes. Gives players new foes and powers to contend with. With new rules to expand & enhance the role of priest characters. \$39.95

**Planes of Chaos** A boxed campaign expansion of the chaos planes, including a boxed adventure, the home of the Norse gods, Limbo, Pandemonium, etc. Has detailed campaign and adventure information, monster sheets, maps, etc. \$47.95

**Planes of Conflict** A deluxe expansion for Planescape featuring six neutrally aligned planes: Bytopia, Elysium, the Beastlands, Gehenna, the Gray Waste, and the prison plane of Carceri. \$47.95

**Planes of Law** Home of the baatezu, one of the most powerful & terrifying of all monster races. More than 100 pages on 5 new levels in the Planes, Mt Celestia, Baator, Acheron, Mechanus & Arcadia. Boxed set that containing 5 double sided poster maps. \$47.95

**Players Primer to the Outlands** A unique audio CD geared towards GMs. The disk contains a working guide to the people and places of the plane called the Outlands. 32 pages, map, CD. \$23.95

**Something Wild** When a sinister sect escapes the Red Prison and invades the Beastlands, the result is something wild. This adventure for character levels 4-7 features two popular planes & foreshadows events in the upcoming *Hellbound: The Blood War* adventure. \$20.95

**Tales from the Infinite Staircase** A crossover product with Forgotten Realms. An anthology of eight linked adventures which takes players to exotic locales throughout the planes. *June.* \$32.00

**The City of Doors** Dives into the dark realities of life in the city at the centre of the multiverse. Provides a ward by ward look at specific locations. *Due Nov.* \$48.00

**The Deva Spark Adventure** - players find a deva being pursued by a behemoth. But devas are supposed to be good & lawful, and Behemoths only hunt down evil tanar'ri, so what's going on? Player levels 5-9. \$15.95

**The Eternal Boundary** An adventure for player levels 1-5, set in the city of Sigil, a place full of high magic & adventure. The ideal starting point for starting beginner Planescape players. \$15.95

**The Factol's Manifesto** 160 page deluxe, full color volume that takes fifteen factions (cliques that players can join) first presented in the campaign setting box and details them in full for both DM and player. There are factol essays, guidelines on faction interaction, proficiencies, magic, equipment, etc. \$31.95

**The Great Modron March** The cute little clockwork creatures known as modrons march through the gray Upper Planes, the chaotic soup of Limbo and the horrors of the Abyss, several years before they are due. What is going on? Can the player characters help them succeed in their march? Or will they all die. \$40.00

**The Inner Planes** Of all the planes in the multiverse, none are as hostile to mortal life as the Inner Planes. From Fire to Water, Ooze to Ice, Lightning to Ash, very dangerous! *Due Jan 99.* \$31.95

**The Planeswalker's Handbook** Provides vital info about the planes and introduces new character roles and races. It also defines the new Planeswalker character kit for every class and features new proficiencies, spells, and planar equipment. \$31.95

**The Well of Worlds** A 128 page accessory with info on a number of planes, with adventures designed for a variety of player levels. Ideal starting point for a campaign. \$23.95

## PLANESCAPE NOVELS

### Blood Wars Trilogy

**1. Blood Hostages** Two cousins become pawns in the most fiendish war in existence, the eternal Blood War. They enter twisted worlds where they discover they are part of a much larger plot to

turn the tide of the Blood War. \$9.50

**2. Abyssal Warriors** Ranges across the planes of existence as Aerac and Nina struggle on opposite sides of the escalating conflict, he in Sigil, she at the head of an evil abyssal army. \$9.50

**3. Planar Powers** It is time for Tara, daughter of Aerac, and Aegis son of Nina, to make a stand. Of course, they may need some help from a skeletal god, a gnomish music maker, a fallen angel, and other powers. \$9.50

### Other Planescape Novels

**1. Pages of Pain** The silence is broken! Discover the painful truth of the Lady of Pain's memoirs. Here are the most innermost thoughts of the most feared character in the Planescape multiverse, as a man wrongly condemned to the Mazes refuses to succumb to her other dimensional prison of insanity and despair. \$9.50

## Birthright

**BIRTHRIGHT: Campaign Setting New Edition** Rediscover the Birthright campaign, a land of legend, with this new edition. The fallen god of evil, Azrai, was sundered into pieces and his blood continues to empower his wicked followers. Prevent the spawn of evil from gathering their former lord's power and rekindling the bonfire of destruction! Updated and revised. *Aug.* \$47.95



**Book of Monsters** A 128 page volume of one-of-a-kind creatures of horrific power and mythological proportions. They are rulers in their own right, just as the heroes are of their kingdoms. Features 54 new War Cards. \$27.95

**Blood Spawn** Hidden horrors and timid spirits, the unknown and the unknowable, and terrors of the shadow realm. *Due Nov.* \$27.00

**Charge of the Cold Rider** Concludes the *Essence of Evil* storyline. The Cold Rider is the Heart of Azrai, driven to reclaim his lost power. Old alliances are shaken. *Due Dec.* \$22.50

**Ilien Domain Sourcebook** The benevolent wizard Count Aglondier of Ilien is dead! He has left control of his realm to his trusted apprentice - you. With the considerable power of realm magic behind you, your task is to govern Ilien and defend it from many enemies. \$10.95

**Khourane Domain Sourcebook** A sea power ruled by wizards. Detailed information on the mariners of Khourane, etc. \$12.95

**King of the Giantdowns** The Great Downs are the stuff of legends, but they are threatened by a new awnshegh, the humanoid known as Ghuralli, who strives to make his small kingdom a rival to the Gorgon's Crown. His armies stand ready to strike down human settlers. Can you defeat Ghuralli by uniting the scattered Rurik settlers? A 64 page adventure accessory. \$10.95

**Legends of the Hero Kings** More than 12 adventures that can be set in any region in Birthright. \$31.95

**Medoere Domain Sourcebook** Ranging from the Spiderfell in the north to the Straits of Aerelle in the south, Medoere was born of faith and the blood of revolution. As regent, you fulfill the duties of archpriest, leading the theocracy to greater heights of glory. \$10.95

**Naval Battle System: The Seas of Cerilia** All the rules to add the excitement of naval combat to every campaign. Features the Naval Battle System from the Cities of the Sun campaign expansion, including the war cards, battle mat, and counters. \$19.95

**Shadow Moon** The *Essence of Evil* epic storyline. An evil triumvirate opens a door into the ominous Shadow World. Hero kings must unravel the tangled threads leading into dark, unfamiliar realms and make unlikely alliances. *Due Oct.* \$27.00

**Sword of Roelle** Hero-agents from Anuire and Khinasi will test their limits against the Abomination, the Chimera. \$20.95

**Talinie Domain Sourcebook** To keep yourself on the throne known as the Oak Seat, you must control foreign interests without giving them reason to rise against you, but also beware of traitors in your own court - your predecessor didn't die of natural causes. \$10.95

**The Book of Priestcraft** Priests are more than mere physicians tending the wounded and healing the sick - they are defenders of the realm, champions of their god, and the politicians of Cerilia. \$32.00

**The Book of Regency 3<sup>rd</sup>** in the *Books of Scions* series, exploring the powers, duties, and goals of ruling in Cerilia. Includes tactical advice, new domain actions, new blood abilities, etc. *Due Sep.* \$32.00

**Tribes of the Heartless Wastes** The savage lands of the brutal Vos, laid open at last. This campaign expansion has new rules, new spells, and details about the cultures of the frozen tundra. \$32.00

### Birthright Novels

**2. The Hag's Contract** This novel is the story of the legendary pirate king Ulrich who made an unholy pact with the Abomination, the Hag, to free his kingdom from the savage orog and goblin tribes. \$9.50

**3. The Iron Throne** Anuire still stands. But so too does one of the greatest villains created in the gods-death - the brutal and power-hungry Gorgon. The Gorgon seeks to destroy the ancient empire, and to drink the blood-power of Roelles from the heart of Emperor Michael. \$11.50

**4. War Sequel** to The Iron Throne. Michael Roelle died trying to save his empire. Now it is fraught with anarchy and intrigue as heirs, pretenders and usurpers vie for power, threatening to tear the realm asunder. A new saviour is needed. \$34.95

**5. The Spider's Tale** Novel of the story of Richard Endier's battle of wits with the Abomination, the Spider, and his triumph against all odds that leads to the founding of the kingdom bearing his name. \$9.50

## Dark Sun

TSR has dropped Dark Sun, so these stocks are limited.

## DARK SUN CAMPAIGN MATERIAL

**DARK SUN Revised Campaign Setting** The Dark Sun world has undergone a lot of changes since it was first introduced. Changes that are reflected in this new campaign setting. It replaces the original boxed set while expanding beyond the Tyr region. Details Tyr, Dead Land, Bandit Kingdoms, Last Sea, Thri-Threen, Halfling Skyfarers, new expanded rules. And a psionic Primer featuring basic psionic rules & powers. \$47.95

**City by the Silt Sea** The first epic underground adventure for Dark Sun. Something evil has awoken in ancient Ghestal - Dregoth, the undead dragon king, and he is quickly building an army. \$39.95

**Defilers and Preservers: Wizards of Athas** Provides new proficiencies, character kits, and vital information on the unique wizards of Dark Sun. Also details the new storm mage class of wizards who draw their magic from the fierce Tyrmstorms raging across Athas. \$25.95

**Dragon Kings** A 160 page hardback that expands character parameters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionics, Illusionist magic for Rogues, some extra monsters, 90 new spells & psionic devotions. \$31.95

**Psionic Artefacts of Athas** An incredible array of psionic powers, including remnants of Athas' Blue Age: living biomagical items of immense power. \$31.95

**The Wanderer's Chronicle: Mind Lords of the Last Sea** Within the depths of the Last Sea lie mysteries never dreamed of. Ruling this verdant paradise are the Mind Lords, vestiges of an age when psionic powers were at their peak. Includes an adventure. \$32.00

## DARK SUN ADVENTURE MODULES

**DSE2 Black Spine** Levels 7-10. 7 separate scenarios, as the lich queen of the githyanki is deploying an army to Athas remote prime material plane. Can you stop her endless hordes? \$39.95

**Windriders of the Jagged Cliffs** Offers expansive info on a new area of Athas uncovered into the Prism Pentad boxed set. The Windriders are a nation of halflings living in the cliffs dividing the Tyr region from the thri-kreen empire. \$23.95

## DARK SUN NOVELS

### Prism Pentad

**1. Verdant Passage** Kalak, an immortal sorcerer-king whose evil magic has reduced the majestic city of Tyr to a desolate place of dust, blood, and fear. His thousand year reign is about to end. \$7.95

**2. Crimson Legion** Only Rikus, the man-dwarf gladiator who sparked the rebellion, can save the city from the armies of Urk's sorcerer-king. With a ragtag militia of nobles, templars, and freed slaves, he must stand against Urk's might. \$7.95

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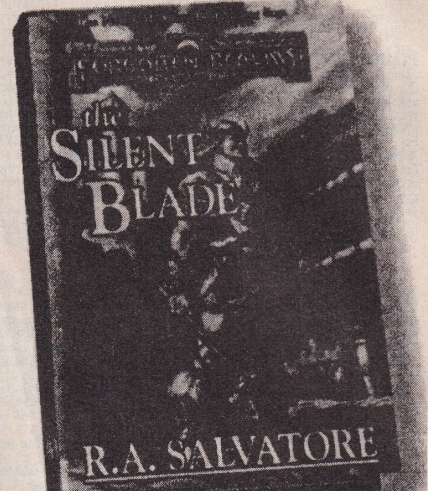
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- 4. The Mage in the Iron Mask** The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsea and Thay. **\$9.50**
- 5. The Council of Blades** War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world. **\$9.50**
- 6. The Simbul's Gift** The legendary Storm Queen of Agalarod, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things. **\$9.50**

## Netheril Trilogy

- 1. Sword Play** Discover the Arcane Age of Netheril, the most powerful magical empire in the Forgotten Realms, when a bold barbarian becomes the pawn of struggling archmages. **\$9.50**
- 2. Dangerous Games** Upon his arrival in the legendary magical city, the barbarian is propelled into the central conflict of the doomed empire. **\$9.50**
- 3. Mortal Consequences** Follows the barbarian Sunbright as he battles a long-forgotten foe and finds his lost love in a most unlikely place. **\$9.50**

## Lost Empires Trilogy

- 1. The Lost Library of Cormanthyr** The Library of Cormanthyr - is it just a myth, or an actual lost piece of history? An intrepid man sets out to find the truth, but an undying avenger is intent on stopping him. **\$9.50**
- 2. Faces of Deception** Atrous has come a long way to drink from the Fountain of Infinite Grace. Will the greed and prejudice of others stand in his way and destroy the Fountain? **\$9.50**

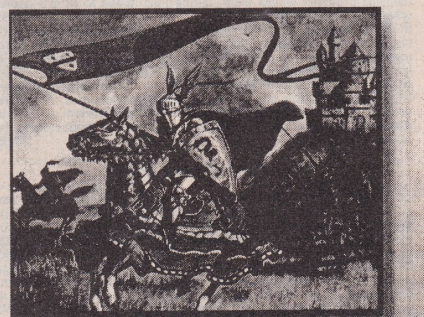
## Adventures Trilogy

- 1. The Shadow Stone** A young mage comes of age and learns the price of power. His powers are great, but he will be tempted by the dark powers of the Shadow Stone? **\$9.50**

## Miscellaneous Books

- 1: Spellfire** Shandril of Highmoon, an orphaned girl, is bored, so she runs away in search of adventure. An adventure involving Elminster and the evil dracolich, Little does she dream that the spellfire will flow through her as she is instrumental in defeating that great evil. **\$7.95**
- 2: Realms of Valor** An anthology of stories, including characters such as Drizzt, Jander Sunstar, and many others. **\$7.95**
- 3. Realms of Infamy** An anthology of stories, including characters Cyric, Artemis Entreri, Mansioner of Zhenti Keep, Elath Craulnober, and Zulkir Szass Tam. **\$7.95**
- 4. Once Around the Realms** Volo accepts a dare to prove that he is greatest traveller in the Realms - he must travel around the globe but without using magic. But he is unaware that he is the instrument of an insidious plan that jeopardises the safety of all Faerun and beyond. **\$7.95**

- 5. Elminster, The Making of a Mage** Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey. **\$9.50**
- 6. Elminster in Myth Drannor Hardcover.** Sequel to *Elminster, Making of a Mage*. The young Elminster journeys to the legendary elven capital of Cormanthyr to learn its ways and magics despite the xenophobic foibles of the elves within. Political intrigue abounds. Hardcover. **\$32.00** Due Jan 99 Softcover - **\$9.50**
- 7. The Temptation of Elminster Hardcover.** Myth Drannor has fallen, and glorious Cormanthyr lies in ruins. Elminster emerges from the rubble to serve new, human masters. Will the price of wizardly power be the mage's soul? Due Jan 99. **\$35.00**
- 8. Realms of Magic Anthology** Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc. **\$7.95**
- 9. Murder in Cormyr** When a messenger from King Azoun turns up dead in a sleepy little town in Cormyr, a scholarly, retired wizard and a young apprentice team up to solve the crime. Aug 99. **\$9.50**
- 10. Realms of the Underdark** Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others. **\$9.50**
- 11. Cormyr: A Novel** On the eve of catastrophe, the epic story of the Realms' greatest nation is told by Ed Greenwood and Jeff Grubb. When King Azoun IV falls prey to assassins, the past holds the clues to events to come. Due May. **\$11.00**
- 12. Realms of the Arcane** From the library of Candlekeep comes a collection of all new stories of the Realms and the Arcane Age. Authors include Ed Greenwood, Jeff Grubb, etc. **\$9.50**
- 13. Evermeet: A Novel Hardcover** The details behind Malor the Beastlord's monumental attack on Evermeet are finally revealed. Thousands of years of scheming culminate in the final conflict, in which the vengeful beastlord and his cohorts attack the island itself. Due May. **\$35.00**
- 14. Realms of Mystery** Favorite Forgotten Realms authors spin tales of murder, suspense, and intrigue in these stories. July. **\$9.50**



## GREYHAWK

**GREYHAWK The Adventure Begins** At the heart of Greyhawk Adventures lies the city of Greyhawk. Open the gates to this fantasy world, with its dozens of dungeons and countless adventures. Explore the lands of the Wild Coast, the unfathomable Nyr Dyv, and the deadly Bright Desert. Due August. **\$35.00**

**Players Guide to Greyhawk** An indispensable guide to the heroes, horrors, and legends of greyhawk. Features new legends and deadly dungeons for your heroes to explore. Included are special classes, national backgrounds, and new kits unique to the world of Greyhawk. Due July. **\$16.00**

**Return of the Eight** The city of Greyhawk declares its independence, but to withstand future threats, the sorcerous Circle of Eight must be made whole again. Due June. **\$22.50**

## The Lost Tombs Adventure Modules

**The Star Cairns** Begins a new epic - the *Lost Tombs*. Omens have predated doom for Greyhawk, and the heroes must explore the treasure laden but cursed tombs of ancient kings and wizards for the key to turning it aside. Due Oct. **\$16.00**

**Crypt of Lyzandred Part Two of the Lost Tombs.** The heroes find a map to the fabled tomb of Lyzandred the Mad. His final resting place is filled with deadly traps, cryptic clues, and a vast garrison of mindless guardians. Due Nov. **\$16.00**

**The Doomgrinder** Part Three of the *Lost Tombs*. Features a monstrous windmill called the Doomgrinder. According to legend, this windmill grinds out the worlds doom. Due Dec. **\$16.00**

## Classic Greyhawk

**Greyhawk Adventures** The hardback *Greyhawk Adventures* book, 128 pages which covers deities and clerics, new monsters, non player characters, spells and magic items, geography and adventures. TSR are re-releasing a new edition of Greyhawk next year, so this collector's item becomes even more valuable. **\$16.00**

**Greyhawk Monstrous Compendium** The previous edition of the *Greyhawk Monstrous Compendium*, choc-full of beasts found in the Greyhawk world. Again, with the new Greyhawk coming out next year, this is a collectors edition. **\$9.00**

## DRAGONLANCE

### DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

**Tales of the Lance** A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, deities, monsters, artefacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towns, crypts, etc). **\$28.95**

**Leaves from the Inn of the Last Home** For reasons beyond the powers of my comprehension TSR have republished this nongamer's reference book, 256 pages of short stories, maps,

recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! **\$20.95**

**Seeds of Chaos** The Chaos War Adventures, Vol 1. Experience the Dark Knight invasion during the Summer of Chaos. Dark Knights or Solamnic Knights, invaders or freedom fighters, your characters can fight the final battles of the Fourth Age of Krynn. Due Nov. **\$22.50**

**The Art of Dragonlance Saga** At last - it's back! The visual creation of the Dragonlance World is depicted on top quality paper with art print after art print, with descriptions. Due Oct. **\$32.00**

**The History of Dragonlance** Contents include interviews with authors Margaret Weis and Tracy Hickman and Artist Larry Elmore, an updated timeline of Krynn, descriptions of the line itself, and updated character references through Dragonlance the 2nd Generation. **\$29.95**

## DRAGONLANCE: THE FIFTH AGE

**DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME** Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, the Fate Deck of 88 cards, 18 character cards, and map. **\$39.95**

**A Saga Companion** Answers rules questions and offers new ideas for hero creation, alternate suggestions for magic use, and tips for introducing plot twists. Due June. **\$24.00**

**Bestiary** A master guide to beasts cruel and kind. This is an in-depth look at the flora and fauna, peoples and monsters of myth for *Dragonlance 5<sup>th</sup> Age*. Due Oct. **\$40.00**

**Citadel of Light** This adventure and supplement explores the centre of the new faith, the Citadel of Light and the mystic power of the Heart, and brings mystics to age. Due Aug. **\$35.00**

**Heroes of Defiance** Rogues, spies, legionnaires, even kender can become champions of the oppressed. Here are rules for playing the bravest freedom fighters of the Fifth Age. The included adventure continues the saga of *Dragons of a New Age* series. **\$32.00**

**Heroes of Hope** Part of the *Dragons of a New Age* adventure. Hope fuels the legacy of the departed gods - the gift to perform mystic miracles through the faith and compassion of the one's spirit. This adventure takes heroes on a quest to find the ancestral crown of the sea elves, and reach a fateful showdown in the land of Malys. Feb '98 **\$32.00**

**Heroes of Sorcery** Only a new magic hidden in history can defend Krynn against the dragons. New rules make sorcery even more powerful. The adventure included continues as the heroes discover that their foes, the dragons, may hold the secret to enchantments in the 5<sup>th</sup> Age. **\$32.00**

**Heroes of Steel** First supplement for *Dragonlance the Fifth Age*. Provides players with a complete reference for the fighting men & women of the Fifth Age. Included is the 1<sup>st</sup> part of an epic adventure that sets in motion the *Dragons of the New Age* saga. **\$28.95**

**Palanthas** A detailed look at Ansalon's best known city. Explore the Great Library, the underground thieves' network, the cursed site of the Tower of High Sorcery. Due Jan '99. **\$19.00**

**Saga Fate Deck** This box contains the all-important Fate Deck, the heart of the *Saga* rules, plus a booklet that teaches you the basics of this roleplaying game. Also a reference sheet, rules for new races, an introductory adventure, and rules for using the Fate Deck to play the *Dragon Wars* tabletop card game. **\$18.00**

**Seeds of Chaos** This scenario contains *Saga* conversion rules, ties into the novel *Tears of the Night Sky*. Due Nov. **\$22.50**

**The Last Tower** The Legacy of Raistlin. Explore the mysteries of the Tower of Wyreth. With a history of the towers, travelogue of the traps and treasures around Wyreth, a catalog of magical items, and a book containing scenarios. **\$31.95**

**Wings of Fury** A war of wylms wastes the world in this climax adventure of the *Dragons of a New Age* epic. The heroes must turn back the tide of war with the Shadow Dragon. Also examines the life & goals of dragons, attitudes, agendas, powers, etc. April '98 **\$35.00**

## DRAGONLANCE THE FIFTH AGE NOVELS

- 1. The Dawning of a New Age** The Chaos War is over. Magic has gone away...or has it? This novel begins the saga of the humans' struggle for survival in a war torn landscape as new threats loom at every turn. **\$9.50**
- 2. The Day of the Tempest** It is Krynn's darkest hour, but a handful of humans refuse to surrender. Spurred on by the sorcerer Palin Majere and armed with an ancient dragonlance, they stand up against the dragons. It may be their last act of courage. **\$9.50**
- 3. The Eye of the Maelstrom** New heroes come into focus as well as new and even more deadly enemies, dragons and humans alike. Due March '98. **\$9.50**
- 4. Relics & Omens** In these short stories set after the Chaos War and in the dawn of the Fifth Age, the gods have vanished, taking the magic with them. Due May. **\$9.50**
- 5. Spirit of the Wind** Riverwind, the fabled plainsman, answers a call for heroes to aid the kender in their struggle against the great red dragon Malysrux. Due Aug. **\$9.50**
- 6. Legacy of Steel** Inspired by the terrors of the Dragon Purge, the outcast knight Sara resolves to lead to a new order of knights based on selflessness and mutual aid. Due Dec. **\$9.50**

## DRAGONLANCE NOVELS

### Dragonlance Chronicles

- 1: Dragons of Autumn** Twilight Dragons have returned to Krynn. War and destruction engulf the land. But a woman with a blue crystal staff appears, and a quest is formed, as the woman, knight, kender, warrior, dwarf and mage search for the legendary Dragonlance. **\$7.95**
- 2: Dragons of Winter** Night The adventure continues... treachery, intrigue, and despair threaten to overcome the Heroes of the Lance in their epic quest. Now they search also for the Dragon Orb. **\$7.95**
- 3: Dragons of Spring** Dawning Hope dawns with the coming of spring, but then the heroes, now armed with dragonlances, find themselves in a vicious battle with Takhisis, Queen of Darkness. **\$7.95**
- 4. Dragons of Summer** Flame Raistlin returns, and a new generation of heroes must defend Krynn against an ancient force of destruction. **\$10.95**

### Dragonlance Legends

- 1: Time of the Twins** The War of the Lance has ended. Or has it? Raistlin intends that the darkness return. Only two people can stop him - Cysiana, a beautiful cleric of good who is drawn to him like a moth to a flame, and Caramon, Raistlin's twin. They must travel back in time to save Raistlin. **\$7.95**
- 2: War of the Twins** Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Cysiana forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. **\$7.95**
- 3: Test of the Twins** Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. **\$7.95**



# 12 - Roleplaying Games: AD&D Dragonlance - Ravenloft

## Dragonlance Tales

- 1: **The Magic of Krynn** A collection of short stories including Tanis and Flint helping a young girl they find frightened and alone in the woods. Another story asks is Raistlin truly dead? There are tales of sea monsters, dark elves, etc. \$7.95
- 2: **Kenders, Gully Dwarves & Gnomes** A collection of short stories including three adventure seeking sons of Caramon Majere who lose a bet to a magnificently bearded dwarf and end up shanghaied on an incredible gnomish sailing vessel. \$7.95
- 3: **Love and War** A collection of short stories, including the legend of Raistlin's daughter, a strange story by Caramon, a novella journeying into secrets of the heart and rumours about the past that have bearing on the future of Krynn. \$7.95

## Dragonlance

- 1: **The Reign of Istar** A kender becomes a Solamnian Knight (almost). An ogre emerges as an unlikely saviour of the dwarven race. And gladiators compete in the bloodsport of Istar. \$7.95
- 2: **The Cataclysm** The Kingpriest's arrogance brings the wrath of the gods upon Krynn. The result is the Cataclysm - chaos and anarchy, despair and villainy...and inspiring heroism. \$7.95
- 3: **The War of the Lance** Krynn is caught in the grips of a terrible war between the minions of Takhisis, Queen of Darkness, and the followers of Paladine and the gods to good. Dragons clash in the skies, and a group of friends are forged together as a unit - the Heroes of the Lance. \$7.95

## DL Saga Heroes

- 1: **The Legend of Huma** A gripping story of Huma, the fabled Hero of the Lance. Traces his mysterious origins and his Oath to the Measure, his encounter with unparalleled treachery among the Solamnian knights; his love for the Silver Dragon, and his final showdown with Takhisis. But who will win? \$7.95
- 2: **Stormblade** The powerful and secret Stormblade sword is stolen, and then turns up years later, setting in motion a series of deadly events. Only a heroic dwarf knows the magic of Stormblade, and he sets out to recover the weapon amidst a land rife with war and treachery. \$7.95
- 3: **Weasel's Luck** Young Weasel is shoved into the centre of a centuries old curse. And together with the great Solamnian Knight Bayard Brightblade, and a none-too-bright centaur named Agion, they must overcome the schemes and traps of a sinister illusionist known only as the Scorpion. \$7.95

## DL Saga Heroes II

- 1: **Kaz the Minotaur** Sequel to the Legend of Huma. Stalked by enemies after Huma's death, Kaz hears rumours of evil incidents. When he warns the Knights of Solamnia, he is plunged into a nightmare of magic, danger, and deja vu. \$7.95
- 2: **The Gates of Thorbadin** Beneath Skullcap is a path to the gates of Thorbadin, & the magical helm of Grallen. The finder of Grallen's helm will be rewarded by a united Thorbadin, but he will also open the realm to new horror. \$7.95
- 3: **Galen Benighted** Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he forsakes his better judgement & embarks on a quest that leads to a conspiracy of darkness. \$7.95

## DL Saga Preludes

- 1: **Darkness & Light** Tells of the time Sturm and Kitiara spent travelling together before the fated meeting at the Inn of the Last Home. Accepting a ride on a gnomish flying vessel, they end up on Lunitari during a war. Eventually escaping, the two separate over ethics. \$7.95
- 2: **Kendermore** A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his evil prisoner. He also meets the last woolly mammoth, and a crazy alchemist who picks one of everything, including kenders! \$7.95
- 3: **Brothers Majere** Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mystery of a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. \$7.95

## DL Saga Preludes II

- 1: **Riverwind the Plainsman** To prove himself worthy of Goldmoon, Riverwind is sent on an impossible quest: Find evidence of the true gods. With an eccentric soothsayer Riverwind falls down a magical shaft and alights in a world of slavery and rebellion. \$7.95
- 2: **Flint the King** Flint returns to his boyhood village and finds it a boomtown. He learns of the prosperity comes from a false alliance, and he is sent to his death. But he is saved by gully dwarves, who crown him king. \$7.95
- 3: **Tanis - the Shadow Years** Tanis the half-elf once disappeared in the mountains near Solace. He returned changed, ennobled and with a secret. Tanis becomes a traveller in a dying mages memory, journeying into the past to fight a battle against time itself. \$7.95

## DL Saga Villains

- 1: **Before the Mask** Young Vermaand grows up unloved and unloved, trading friends and family for a dark romance with an evil, mysterious voice, and the sinister weapon it comes to inhabit. \$7.95
- 2: **The Black Wing** The rise and fall of an evil dragon. The black dragon Khisanth is awakened from a centuries long sleep, to find the world completely changed by the Cataclysm. She tries to find a rider worthy of her, but it proves difficult. \$7.95
- 3: **Emperor of Ansalon** Vast armies surge across Krynn, spreading shadows of evil dragonkind over the land. All these horrific forces follow the commands of one man...Ariakas, the Emperor of Ansalon. \$7.95
- 4: **Hederick the Theocrat** Hederick, the leader of the Seeker religion in Solace and self-ordained conscience of Krynn, leads an inquisition to kill all who follow magic. \$7.95
- 5: **Lord Toede** Vain, pompous, and unreliable, Slavemaster and Dragon Highlord Fewmaster Toede survives every evil trial and tribulation. \$7.95
- 6: **The Dark Queen** Takhisis, the Queen of Darkness, spends her time plotting her escape from the Abyss. \$7.95

## Elven Nations Trilogy

- 1: **Firstborn** Sithel, the leader of Silvanesti elves, struggles to maintain a united elven nation, while his twin sons' ambitions threaten to tear it apart. Kith-Kanan leads the Wildrunners, who create tensions by trading with the humans; Sithas allies himself with the elven court. The father mysteriously dies. Kith-Kanan is blamed. \$7.95
- 2: **The Kinslayer** Wars Kith-Kanan commits the ultimate heresy for an elven prince by falling in love with a human. His twin brother Sithas declares war on the humans, and Kith-Kanan finds himself caught in between. \$7.95
- 3: **The Qualinesti** The founding of the Qualinesti and the creation of the magnificent society of the renegade elves, the Qualinesti. Kith-Kanan becomes the first Speaker of the Suns, but he is haunted by the unfaithfulness of his wife, and the mysterious behaviour of his son and successor. \$7.95

## Dwarven Nations Trilogy

- 1: **Covenant of the Forge** As the drums of Balladine thunder forth, calling humans to trade with the dwarves of Thorin, Grayfen, a human struck by the magic of Graystone, infiltrates the dwarven stronghold, determined to annihilate the dwarves and steal their treasure. \$7.95
- 2: **Hammer & Axe** Dwarven clans unite against the threat of encroaching humans and create the fortress of Thorbadin. But old rivalries are not easily forgotten, and the resulting political intrigue brings about catastrophic change. \$7.95
- 3: **The Swordsheath Scroll** Despite the stubborn courage of the dwarves, the Wilderness War ends as a no-win. The Swordsheath Scroll is signed, and the dwarves join the elves of Qualinesti to build a symbol of peace among races: Pax Tharkas. \$7.95

## Meetings Sextet

- 1: **Kindred Spirits** The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis. When the elven princess Laurana declares her love for Tanis, a deadly rivalry frames him for murder. \$7.95
- 2: **Wanderlust** When Tas accidentally pockets a magic bracelet, he becomes the target of a mysterious mage who covets the bracelet's power. Flint and Tanis form an alliance with a sea elf princess & the fabled phaetons to save both Tas & the Black Robes from a fate far worse than death. \$7.95
- 3: **Dark Heart** The story of beautiful, dark hearted Kitiara Uth Matar, from the birth of her twin brothers, Raistlin and Caramon. Kitiara's growing fascination with evil and ceaseless search for her father throw her into the company of a roguish strange whose fate is intermingled with hers. \$7.95
- 4: **The Oath and the Measure** Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnian Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. \$7.95
- 5: **Steel and Stone** Tanis, while on his way back from Qualinesti, encounters the beautiful Kitiara and rescues her. As the two travel together to Solace, rapport grows, creating a special bond that is later threatened by misunderstanding and conflict. \$7.95
- 6: **The Companions** Together in Solace, the seven companions learn about friendship and laughter, love and contentment. An idyllic year of peace gives each of them strength and wisdom needed to forget the injustices of the past and to confront the challenges of the future. \$7.95

## Defenders of Magic Trilogy

- 1: **Night of the Eye** The three moons of Krynn align, and Guerrand is visited by a strange mage. He journeys to the Tower of Wayreth, survives an incredible test to become the High Defender of the magical Lost Citadel. Only then does he realise the enemies that he has made. \$7.95
- 2: **The Medusa Plague** The people in Guerrand's home village are turning into snake limbs, and, thinking that he cursed them, his nephew comes looking for him. But this whole thing is a ploy to get Guerrand out of the Lost Citadel. \$7.95
- 3: **The Seventh Sentinel** The survival of magic is once again in question in Krynn. Will Guerrand and Bram Dithon be able to stop Lyim, the renegade wizard, before he destroys Krynn's magic. \$7.95

## Miscellaneous

- 1: **Dragons of Krynn** An anthology of dragon tails - oops - tales. \$7.95
- 2: **The Dragons at War** Companion to *Dragons of Krynn*, features a new collection of stories. \$7.95
- 3: **The Dragons of Chaos** New short story anthology featuring brave heroes, dark villains, differing races, and a variety of dragons. \$7.95
- 4: **The Second Generation** Two new stories by Margaret Weis and Tracy Hickman, dealing with the children of the Companions. It also contains three previous stories. \$7.95
- 5: **Murder in Tarsis Hardcover** The story of a military conscript in the army of Ansalon, who is sent to quell an uprising. A conspiracy is afoot to turn the tides of combat for personal gain, risking hundreds of lives in the forces of both Takhisis and Paladine. \$29.95
- 6: **Tales of Uncle Trapspringer** The story of Trapspringer Fargo, who, while on Wanderlust, unknowingly crosses paths with a pair of corrupt gully dwarves and a misplaced evil fiend, leading to madness, mayhem, and lots of problems. \$7.95
- 7: **The Soulurge Hardcover** The Chaos War is over, and once again Raistlin bids his companions farewell. Then he pauses to reflect on his life. *Due Feb '98*. \$38.00

## DL Saga Lost Histories

- 1: **The Kagonesti** The poignant story of the wild Kagonesti elves before and after the cataclysm. Long after the other elven tribes had taken to war, the Kagonesti continued to live in peace, until the War of Lance put an end to all harmony. \$7.95
- 2: **The Irda** Blessed with exceptional beauty and intelligence, the high ogres, the Irda, developed an advanced culture that mysteriously disappeared. For the first time we learn how a legendary race fell from the grace of their gods. \$7.95
- 3: **The Dargonesti** Tells the story of a wayward Qualinesti princess, her resourceful companion, and their experience as prisoners of a warlike branch of the elven races, the deep-sea-dwelling Dargonesti. \$7.95
- 4: **Land of the Minotaurs** Minotaurs of Krynn embark upon a conflict against one another, clan against clan. But Kaz learns a terrible secret about the High Priest minotaur Jopfer - he is not what he seems, & all the minotaurs stand in peril. \$7.95
- 5: **The Gully Dwarves** The muddled tale of the gully dwarves, one of the most maligned, yet remarkable races in Krynn. When this devious and funny bunch gets mixed up in the worst sort of trouble, they emerge victorious over the slimmest of villains. \$7.95
- 6: **The Dragons** From the archives of Dragon history comes the story of two rival dragons who ultimately face each other in a showdown to determine the future of the world. \$7.95

## DragonLance Warriors

- 1: **Knights of the Crown** The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty. \$7.95
- 2: **Maquesta Kar-Thon** Maquesta Kar-Thon races against time, high seas pirates, and her own trepidation to win her father's freedom. \$7.95
- 3: **Knights of the Sword** The Knights of Solamnia were an integral part of the history of Krynn and the War of the Lance, but until now their exploits have only been told in the Legend of Huma. As part of the Warriors Series, the three ranks of the Solamnian knights will be highlighted. \$7.95
- 4: **Theros Ironfeld** The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine. \$7.95
- 5: **Knights of the Rose** The third quest of Sir Pirvan the Wayward culminates in his rise to the status of Knight of the Rose. As more Knights of Solamnia become corrupt, Sir Pirvan once again walks the fine line between his personal codes of honor, loyalty, and duty. \$7.95

- 6: **Lord Soth** The tale of the infamous death knight Soth, once a mighty warrior, whose jealous passions and neglect of duty seal his doom of darkness and evil. Can he redeem himself? \$9.50
- 7: **The Wayward Knights** Sir Pirvan is about to be put out to pasture when he again answers the call of duty, aided only by the knights he recruited so many years ago - the Wayward Knights. \$9.50

## Lost Legends I

- 1: **Vinas Solamnus** Chronicles the life story of the founder of the Knights of Solamnus. No knight was ever nobler, more spiritual, more idealistic than Vinas Solamnus...but he wasn't always that way. The story of his early years, his education, and his crucible is truly one of the most famous lost legends of Krynn. \$9.50
- 2: **Fistandantius Reborn** Details a fiendish plot to revive the evil Fistandantius, one of the most notorious villains of Krynn. He's been dead for centuries, but his loyal followers have hatched a plan to raise him up again. Can Emilio the Kender prevent this? \$9.50

## The Chaos War

- 1: **The Doom Brigade** During the Chaos War, two isolated bands of disparate enemies - dwarves & draconians, the reptilian minions of Dragons - must unite for a common goal. Without an alliance, doom is assured for both parties. *Due April*. \$11.00
- 2: **The Last Flame** While the Hyilar battalions are off fighting in the Chaos War, the lowest class plots insurrection, aided by demon creatures dispatched by Chaos. *Due July*. \$9.50
- 3: **Tears of the Night Sky** A quest for the god Paladine becomes a test of faith for Crysanin, blind cleric of Paladine. She is aided by a magical tiger companion. *Due Nov*. \$9.50

# RAVENLOFT

## RAVENLOFT CAMPAIGN MATERIAL

- RAVENLOFT 2<sup>nd</sup> Ed CAMPAIGN SETTING: DOMAINS OF DREAD** Vampires, werewolves, terror ridden castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks. \$48.00
- A Guide to Transylvania** The only traveller's guide to the heart of darkness in Gothic Earth - the legendary Transylvania. Here in horrifyingly realistic detail is the setting for infinite adventures in the hunting ground of vampires, golems and werewolves. \$20.95
- Champions of the Mists** A collection of popular heroic figures from Ravenloft novels, with full histories and gaming stats, and a look on player character kits. *Due July*. \$22.50
- Children of the Night: Werewolves** An anthology of short adventures. Thirteen lycanthropes are featured with histories, strategies, and adventures for them. *Due Dec*. \$27.00
- Children of the Night: Ghosts** Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter. \$20.00
- Children of the Night: Vampires** Thirteen vampires and adventures featuring Count Strahd von Zarovich's goddaughter Lyssa, Jander Sunstar, and eleven other truly unique lords of the night. Complete biographical info for DMs to introduce each vampire into their campaigns is provided. \$25.95
- Darkness of Darkness** Discover many unique magical artefacts of the Darklords including Azalin the lich, the personal history of horrors. The dark history behind each mystical artefact in this collection and the curse associated with it is revealed. \$20.95
- MC10 Ravenloft Monsters** Describes a host of foul creatures from the fantasy-horror genre. \$17.95
- Masque of the Red Death & Other Tales** A boxed set that adapts Ravenloft to play in an alternate reality Victorian-era Earth. 5 booklets, DM screen, 2 maps. \$39.95
- The Gothic Earth Gazetteer** A complete sourcebook for *Masque of the Red Death*, with new info for gaming in the 1890s, complete history of that decade, 12 short adventures, etc. \$15.95
- Monstrous Compendium Ravenloft App #3** 128 pages of more beasts to spring on unsuspecting PCs. \$28.95
- RR1 Darklords** This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describing in detail their history, domain or demesne, special abilities, and spectacular powers. \$17.95
- RR4 Islands of Terror** 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady fallen from grace. \$17.95
- RR8 Van Richten's Guide to the Created** Introduces golems, animated objects, & Frankenstein style monsters. Reveals their strengths and weaknesses & how to destroy them. \$20.95
- The Nightmare Lands** A unique vision of one of Ravenloft's most mysterious domains, the Nightmare Lands. Heroes enter this realm only at the bidding of the night - when their spirits are drawn from their bodies and captured by the ruler of this land. Only by defeating the minions of Nightmare's mistress can they hope to escape. \$31.95
- The Shadow Rift** In the wake of the Grand Conjunction, a gaping, mist-filled hole appeared in the centre of Ravenloft's core. It's up to the heroes to prevent an evil sorcerer-fiend from finding his way through the Shadow Rift. *Due May*. \$37.00
- Van Richten's Guide to the Ancient Dead** The mummies of Ravenloft. There is more to these creatures than just crumbling horrors that unwind forth from their tombs. \$20.95
- Van Richten's Guide to Fiends** This 96 page book details the creatures of the Outer Planes who find their way into Ravenloft and become trapped there. Instructs the reader on the origins, habits, and powers of the creatures and how to hunt and destroy them. \$19.95
- Van Richten's Guide to the Vistani** Focuses on the wandering gypsies in the Demiplane of Dread. These evil gypsies once kidnapped Van Richten's son and sold him to a vampire. \$19.95

## RAVENLOFT ADVENTURE MODULES

- RE1 Adams Wrath** A Frankenstein adventure, where PCs must try to stop Dr Mordenheim's hideous monster. \$15.95
- RM3 Web of Illusions** Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. Levels 8-12. \$17.95
- RM5 Dark of the Moon** A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thanks TSR! \$17.95
- RQ2 Thoughts of Darkness** Bluespur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an illfated High Master is hatching vampiric mind flayers in an attempt to achieve immortality. \$15.95
- RM6 Light in the Dark** An audio CD adventure in which players have to hunt down an evil Necromancer who destroyed the noble order called the Circle. But failure brings a fate worse than death. \$23.95
- Circle of Darkness** A tanar'ri fiend has become trapped in Ravenloft and begins a reign of terror, trying to seize a domain for itself. The PCs must try to defeat this ultra powerful monster before it becomes a Day Lord. \$15.95
- Death Unchained** In the land of Dementlieu, mysterious deaths of famous champions as well as minions of the dark have reached epidemic scales. The Ebon Fold is behind this grim harvest. \$20.95



**Death Ascendant** Sequel to *Death Unchained*. The Ebon Fold's web of intrigue spreads as the master reaps the artefacts of Darkness and prepares to proclaim himself Emperor of Terrors. **\$20.95**

**Neither Man Nor Beast** The heroes have a confrontation with Frantisek Markov, lord of Markovia, who has been conducting experiments that transform animals into humans, & vice versa. **\$15.95**

**Servants of Darkness** Heroes are caught in the middle of a massive witch hunt, where both the alchemist conducting the inquisition and the witches he hunts bring a terrible darkness to the land. *Adventure, Due March '98.* **\$19.00**

**The Awakening** For Player Levels 7 - 10. A mummy wakes up and starts to cause chaos in Ravenloft. **\$19.00**

**The Evil Eye** The heroes must prevail upon the mysterious powers of the gypsy Vistani in order to complete their mission. **\$15.95**

**The Forgotten Terror** Adventure. A crossover to the *Forgotten Realms* campaign concludes the story arc begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy. **\$19.00**

**The Shadow Rift** Adventure. Dark elves from legends have escaped from the confines of the Shadow Rift. The heroes must find the clues that lead into the mysterious mist-filled canyon to set things right again. *Sept.* **\$40.00**

**Vecna Reborn** One of AD&D's most notorious villains is now one of Ravenloft's newest darklords, although trapped in the Demiplane of Dread. Now he's trying to bridge the gap between the land of the Mists and his home world. *Due September.* **\$22.50**

**When the Black Roses Bloom** Lord Soth and his army of death knights emerge from the mists once again. The players explore Sithicus, Soth's domain in Ravenloft, and defy Soth & his army. **\$15.95**

## RAVENLOFT NOVELS

### The Ravenloft Series

- 1. Vampire of the Mists** Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. **\$7.95**
- 2. Knight of the Black Rose** The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. **\$7.95**
- 3. Dance of the Dead** Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. **\$7.95**
- 4. Heart of Midnight** Even before he had drawn his first breath, Casimir had inherited his father's lycanthropic curse. Now the young werewolf must embrace his powers to ward off his own murder and gain revenge. **\$7.95**
- 5. Tapestry of Dark Souls** The monks' hold over the Gathering Cloth, containing some of the vilest evils in Ravenloft, is slipping. They only hope is a strange youth, who will become either the monks' champion... or their doom. **\$7.95**
- 6. Carnival of Fear** **\$7.95**
- 7. The Enemy Within** **\$7.95**
- 8. Mordenheim** **\$7.95**
- 9. Tales of Ravenloft Anthology** **\$7.95**
- 10. Baroness of Blood** A novel about a young lady's father is beheaded by his conqueror, and she plots revenge as his wife, and spreads a legacy of blood and terror across the land. **\$7.95**
- 11. Death of a Darklord** A multiple assassination conspiracy, where assassins are agents of good (or so they think) and their target is the tyrannical evil leaders who rule Kartakass. But who is their real target? **\$7.95**
- 12. Scholar of Decay** Set between the mysterious Mists of Barovia and the putrid, unexplored underworld, hideous beasts stalk the innocent, and the wise seek strong walls before the sun goes down. **\$7.95**
- 13. King of the Dead** The horrific tale of the Darklord Azalin the lich's former life and his descent into Ravenloft. **\$7.95**
- 14. To Sleep with Evil** Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. **\$7.95**
- 15. Lord of the Necropolis** By sending his minions to harvest the life force of the occupants of Darklord Lord Azalin hopes to become the demilich and escape the world of Ravenloft. His plan succeeds, but only partially, resulting in startling, permanent changes in the land of Darkon. **\$9.50**
- 16. Shadowborn** The name Shadowborn brings horror into the hearts of the undead, for it belongs to the family who has pledged to reclaim the Demiplane of Dread for the forces of light. Shadowborn, armed with his own weapons of enchantment, sets out to destroy the undead. *Due April '98.* **\$9.50**
- 17. Tower of Doom** A lonely, disfigured hunchback is persecuted and called a monster, so he decides to get revenge by being what they accuse him of being. **\$8.00**

### Miscellaneous

- 1. I, Strahd** Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beauty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. **\$8.00**
- 2. I, Strahd: The War Against Azalin** Strahd's perfect aristocratic existence is threatened by the arrival of the evil lich Azalin, whose army of the undead lays waste to the borderlands. In the war of undead verses undead, who can survive? *Due July.* **\$9.50**

## Earthdawn

**FANTASY** Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the Shadowrun world, revealing the races before magic was locked away. **By FASA.**

**EARTHDOWN RPG** A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards. **Softcover \$31.95**

**Arcane Mysteries of Barsaive** Magicians wield the greatest and most fantastic powers, their spells can blast away mountains, turn day into night, and raise the dead. Offers more than 200 spells. Includes new talent knacks and magical items, ranging from simple fire-starters wanted to magical treasures once wielded by heroes. **\$24.00**

**Barsaive Campaign Set** Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. **\$39.95**

**Blades** This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens

all life. **\$23.95**

**Creatures of Barsaive** The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. **\$30.95**

**Crystal Raiders of Barsaive** The troll crystal raiders are the only force in Barsaive that can battle the mighty airships of the sinister Theran Empire. Describes these fierce raiding tribes, their airships, crystal weapons, etc. *Due March.* **\$32.00**

**Legends of Earthdawn Vol 1** Includes heaps of full color plates, this 128 page book describes the elves, humans, T'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. **\$28.95**

**Denizens of Earthdawn Vol 2** In-depth description of dwarves, obsidians, orks, and trolls & how they fit into society. **\$28.95**

**Earthdawn Companion** Guidelines for advancing characters beyond limits set in the rules. Has 50 new talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. **\$28.95**

**Earthdawn GM Pack** GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. **\$19.95**

**Earthdawn Survival Guide** Offers players and gamemasters a detailed look at the hazards of exploration and adventuring in the land of Barsaive. Includes first-person accounts of Barsaive's myriad of dangers, from the hazards of the underground and wilderness expeditions to the dangers of travelling, as well as descriptions of the Badlands, Death's Sea, the Mist Swamps, and the Wastes; and rules for travel and first aid and healing. **\$28.95**

**Horrors** The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the horrors of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... **\$28.95**

**Infected** An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? **\$15.95**

**Legends of Earthdawn Vol 1** Offers players and GMs 30 legends told among the people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. **\$15.95**

**Legends of Earthdawn Vol 2: The Book of Exploration** Offers adventures a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. **\$15.95**

**Magic: A Manual of Mystic Secrets** Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new uses for enchanting and creating magical items, summoning spirits and exploring astral space. **\$28.95**

**Parlaith: The Forgotten City** Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. **\$39.95**

**Parlaith Adventures** Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos, an ancient treasure, & undead. **\$15.95**

**Prelude to War** The arrival of a city-sized stone airship marks the long-dreaded return of the Theran Empire to Barsaive, the first step in the Theran's scheme to reconquer the province they once ruled. And the orks are all gathering together in unity - a bad sign for the other races. **\$24.00**

**Secret Societies of Barsaive** Describes several significant and powerful clandestine groups, the people behind them and their ultimate goals. Includes adventure ideas. *Due Dec.* **\$29.00**

**Shattered Pattern** An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. **\$15.95**

**Sky Point and Vivane** The city of Vivane is the Theran Empire's last stronghold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast field of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. **\$39.95**

**Sky Point Adventures** From a search for stolen coins belonging to a Theran Noble houses, to a vital document falling into a master criminal's hands; to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. **\$15.95**

**Theran Empire** Great Thera stands at the heart of a far-flung empire full of strange customs, awe-inspiring beauty and great intrigue. Travellers through these provinces must be wary of Thera's influence, but even greater dangers lie in the unfamiliar creatures and people that inhabit the land. **\$34.95**

**Terror in the Skies** The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. **\$15.95**

**The Blood Wood** Once the Elves of the Blood Wood embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted wood. **\$29.00**

**The Mists of Betrayal** When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. **\$12.95**

**The Serpent River** Though the five trading houses of the T'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. **\$28.95**

**Throal: The Dwarf Kingdom** The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life: dwarf merchants, ork tavern owners, T'skrang swordmasters, windling thieves, etc. With adventure hooks and heaps of background information. **\$31.95**

**Throal Adventures** Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors, as adepts investigate strange rumblings beneath the Inner City of Hustane. **\$18.95**

## EARTHDOWN NOVELS

- 6. Shroud of Madness** Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of several nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. **\$3.95**
- 7. Lost Kaer** Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. **\$7.95**

## Elric

**DARK FANTASY** The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

**Elric! RPG** A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. **\$39.95**

**Atlas of the Young Kingdoms Vol 1** Discusses the Sighing Desert, the Weeping Waste, heavenly Taneforn, horrible Nadaskor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. **\$28.95**

**Elric Screen** 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Charidors, a complete scenario. **\$23.95**

**Sailing on the Seas of Fate** All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. **\$18.95**

**The Bronze Grimoire** The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. **\$18.95**

**The Fate of Fools** Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennu? **\$17.50**

**The Unknown East** Twelve thousand years ago a strange people settled an island, changed the world and changed themselves. Melniboné and her chaos patrons warred against the Menastriai, supporters of the balance. The Menastriai fled to unknown eastern lands, where they build great kingdoms. But now Melniboné has found them again. **\$28.95**

## Epiphany: Legends of Hyperborea

**Fantasy** A simple and playable game that brings the mystery of Atlantis to life. **By BTRC.**

**Epiphany: Legends of Hyperborea RPG** A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain. **\$10.00**

## Fading Suns

**SCI-FI** Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

**FADING SUNS RPG** It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. **\$40.00**

**Byzantium Secundus** Byzantium Secundus - the center of the Known Worlds and seat of the Empire. There is no more important or intriguing-laden world, for here the fates of millions are determined. Ambassadors, Church fathers, alien envoys all vie for the Emperor's attention. From here Alexius' knights fan out across the Known Worlds on quests for glory. They do not realise that the great perils lie in their own backyard. This world's darkest pits hide unimaginable evil. **\$29.00**

**Fading Suns GM Screen & Weapons Compendium** A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. **\$19.00**

**Fading Suns Players Companion** 208 pages including new Blessings and Curses, Benefices and Affiliations, skills, occult powers, weapons, equipment and valuable rules expansions. Also new character roles: Church sects, guilds, military units, long awaited details on sentient alien races and the genetically engineered Changed. **\$40.00**

**Forbidden Lore: Technology** Technology is the Known Worlds is not what it once was. Science fell from its pinnacle with the rise of feudal lords and superstitious priests, stamped out by ignorance and fear. Engineers pick over the bones of the past to revive ancient war machines. Information on starships, artillery, vehicles, church law, economics, think machines, cybernetics, etc. **\$24.00**

**Lords of the Known Worlds** Nobles are the unquestioned rulers of the universe. Few are privy to their lifestyles and secrets, and the great unwashed understand little of the perks and problems associated with rulership: wars, wars, wars, rivals. Herein are detailed histories and sociologies of the 5 Royal Houses, 10 minor houses, & alien nobility. Ur-Obun council members, & Vorox lords. **\$29.00**

**Priests of the Celestial Sun** The nobles may rule the secular lives of the Known Worlds, but the Church guards their souls, and in doing so, dictates to the nobility. But new sects and orders are arising in the wake of the Emperor wars and causing divisions and weaknesses. Details the lives of the saints, histories and beliefs of these sects. Also has great B&W artwork. **\$30.00**

**The Dark Between the Stars** The Anunnaki left behind many strange devices and their ancient secrets lie buried on many worlds - secrets which can bring salvation or destruction. But they are the works are not the only mysteries, for strange entities lurk in the void, tempting humans and aliens to do evil. **\$29.00**

**Weird Places** Roam the strange fields of Penteauach. Discover a secret Lost World hiding a powerful artefact sought by all. Uncover a hidden barbarian fortress on Kurga. Ship out to Bannockburn to halt a deadly Symbiot excursion. Search the haunted chapel of Manitou for lost lore. Or dock at Barier, a travelling marketplace in space. With stunning B&W artwork. **\$19.00**

## Feng Shui

**SCI-FI/FANTASY** Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. **By Daedalus Entertainment.**

**FENG SHUI SHADOWFIST RPG** The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war.



Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kung fu skills, spells and chi, and modern day weapons. This RPG is based on the Shadowfist trading card game, and consists of 286 full color profusely illustrated pages full of background. **\$47.95**

**Back For Seconds** Help wanted. Kill-crazed assassins, arcanomorphing abominations, chimpanzee cyborgs, rogue demons - we're talking world-class heavy hitters, ripped bleeding from the world of the Shadowfist card game, smacked right down into your campaign with fantastic new rules. **\$29.95**

**Marked for Death** With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord... or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. **\$20.95**

**Thorns of the Lotus** Say hello to the biggest, baddest, funniest-talking guys in the world - Feng Shui. These members are experts in sorcery and demon-summoning and seek world domination! **\$31.95**

## GURPS

**GENERIC** An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson. **\$19.95**

**GURPS BASIC RULEBOOK 3rd Ed.** 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. **\$31.95**

**GURPS Alternate Earths** Travel the confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **\$28.95**

**GURPS Autoduel 2nd Ed** Set in our post-apocalyptic world, based on the Car Wars boardgame. It's a world devastated by war, famine and despair... on lastly highways where the right of way goes to the biggest gun. Includes an updated AADA Road Atlas and Survival Guide, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. **\$28.95**

**GURPS Black Ops** Vampires, werewolves, demons, strange things living in the sewers. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. **\$29.00**

**GURPS Celtic Myth** Standing stones, healing druids, and human sacrifice. Lusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crafty Sidhe. The Celtic world was full of strange enchantments and bloody battles. **\$31.95**

**GURPS Compendium I** Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete and useful character generation rules ever. **\$34.95**

**GURPS CthulhuPunk** A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. **\$31.95**

**GURPS Cyberpunk** An accessory for playing Cyberpunk with GURPS. **\$31.95**

**GURPS Dinosaurs** Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws", Triceratops, armored with shield and spears; Ankylosaurus, the living tank, the fearsome Tyrannosaurus Rex... their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... **\$28.95**

**GURPS Fantasy Folk 2nd Ed** From the tiny winged Eiljyllon to the tree-top-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$31.95**

**GURPS Goblins** The first full color GURPS supplement. This is an adult only humorous look at 1830 Georgian London. This culture is infested with goblins, devils, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. **\$31.95**

**GURPS Greece** Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur, etc. Campaign in historical Greece. **\$31.95**

**GURPS Illuminati** The Secret Masters have denied all knowledge of the various conspiracy theories put forth in this recently published book. "To begin with, we don't even exist," said a spokesman, "The Illuminati are a myth." He went on to say, "Everything you know is a lie. Everything you suspect is true!" **\$28.95**

**GURPS IOU** About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6) No black holes on campus. Except small ones on pizzas; 7) No antimatier on campus, either. Even on pizza; 8) Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of Arch-Deon. **\$31.95**

**GURPS Martial Arts 2nd Ed** Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. **\$31.95**

**GURPS Mage: The Ascension** 192 pp book that allows players to play MAGE using the GURPS rules system. **\$31.95**

**GURPS Mecha** From megalomaniac space marines to giant walking tanks, this book covers the entire mecha genre, including construction rules, advanced rules, transforming, a campaign world, etc. **\$28.95**

**GURPS Places of Mystery** Have you ever wanted to visit Stonehenge? Now you can. Or uncover the mystery of the lost city of Atlantis. Travel back in time to ancient Babylon. Journey to Shangri-la and explore the Dreamtime beneath Ayers Rock. 128 pages. A good read. **\$31.95**

**GURPS Planet Krishna** From the classic *Viagens* books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans, except for their green skin and feathery antennae; six legged yokels, sea-monsters, etc. **\$29.00**

**GURPS Robots** A cold-eyed stare from the shadows of the alley... the spine-tling scrape of a metallic foot drag along the concrete... the squeak and whirr of hinges and hydraulics as the machine approaches. The robot is an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? **\$29.00**

**GURPS Supers 2nd Ed** Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. **\$31.95**

**GURPS Time Travel** Rules for flitting around time, past, present, future. **\$31.95**

**GURPS Ultra-Tech 2** Hard-core, hard-wired hardware, from galling carbines and Gauss shotguns to squirt pistols and killer nanomachines. Also discover medical nanotechnology and lots of new wonder drugs; electrothermal guns, etc. **\$29.00**

**GURPS Vampire** Allowing you to play Vampire stuff with GURPS rules. **\$31.95**

**GURPS Vehicles 2nd Ed** 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleporters - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories at every step. **\$35.95**

**GURPS Warehouse 23** The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of

Martian invaders. Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. **\$28.95**

**GURPS Werewolf** Allows you to play Werewolf with GURPS rules. **\$31.95**

## Heavy Gear

**SCI-FI** A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gear card combat game. The world is heavily inspired by Japanese anime and manga. **\$29.95**

**HEAVY GEAR RPG 2nd Ed** The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from Imperialistic Earth, they totter on the brink of world war - with constant border clashes and raids. Warfare is mostly restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. This 2nd Ed includes the simple and elegant Silhouette game engine; complete role playing rules, a detailed world background, a rich setting; complete tactical rules and guidelines for campaigns, scenario generators for quick games; rules to use the tactical system as a hexless miniatures tabletop game; 20 illustration archetypes, illustrated & detailed stats for 8 Gears & 2 Striders. **\$47.95**

**Crisis of Faith: Story Book One** Traces the events on Terra Nova from TN 1933 through TN 1935. The planet lurches toward a global conflict and the worlds of Terranovans themselves betray their machinations and true intentions. Includes letters, conversations, journal entries, official reports. **\$31.95**

**Duelist's Handbook** The ritualized and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayri is detailed as well as 7 PCs. **\$31.95**

**Heavy Gear Character Compendium** Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. **\$31.95**

**Heavy Gear: Desert Maps (4)** Two each of two 15" x 19" color maps of desert, with 1" hexes. **\$17.95**

**Heavy Gear Design Works** Presents development sketches and out of print illustrations, displaying the evolutions and functions of the principal vehicles and mechanical systems of the Heavy Gear universe. Lots of full color illustrations. **\$32.00**

**Heavy Gear GM Screen & Counters** Same screen and counters as above, but without the booklet & maps. **\$22.50**

**Humanist Alliance Leaguebook** Built to provide the greatest good for the greatest number, the Alliance lives with a rigid caste system and near-religious worship of knowledge. But they use extreme measures in their struggle against deviants and the Southern Republic. **\$32.00**

**Into the Badlands Sourcebook** Info on the people of the Badlands. Focuses on people and events, and emphasises how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gears, Northern and Southern Semi-Legendary Sand Riders, etc. **\$21.50**

**Mini Heavy Gear** This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) **\$2.95**

**Northern Lights Confederacy Sourcebook** Travel to the true north in the first Heavy Gear League sourcebook. Gives complete details on the NLC, which is torn apart by a powerful religious conflict. Includes details on Sorrento Revisionism, all 14 Norlight city-states, warrior monks, Henema Police Quick Response Teams, etc. **\$32.00**

**Northern Vehicle Compendium One** This first volume contains the Gears and striders originally found in Field Guides N1 and N2, along with all the new weapons, perks and flaws found in these two books, and a wealth of new material. Has fifteen heavy gear classes, seventy vehicles, two strider classes. **\$43.50**

**Northern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 86 widely deployed Gears, 8 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

**Southern Republic Army List** The Southern Republic is a sweeping land gifted with natural beauty and a prosperous civilisation. It is also an imperialist league formed upon supremacist ideologies whose history is steeped in the blood of the conquered. A look at the power behind the might of the Southern Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. **\$39.95**

**Southern Republic Sourcebook** Complete details on the most powerful of the four Southern leagues of Terra Nova. Geography, history, economy, and society, including details on all its city-states. **\$32.00**

**Southern Vehicle Compendium One** All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. **\$43.50**

**Southern Vehicle Record Sheets One** Companion to the Vehicle Compendium. Provides record sheets for 83 widely deployed Gears, 11 Combat Striders, 10 vehicle prototypes, and also has variants. **\$29.95**

**Tactical Air Support** Covers everything not included in the primary rulebook, from air war tactical rules (movement, special manoeuvres, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types and NPCs. **\$26.95**

**Tactical Field Support** Contains the all-new skirmish scale, a detailed advanced combat initiative system for small unit actions, advanced artillery rules, advanced minefield rules, eight new support weapon systems, and game stats for 25 battlefield support vehicles. **\$32.00**

**Technical Manual** Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. **\$31.95**

**Terra Nova Sourcebook** Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description to all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonised by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. **\$31.95**

**The New Breed: Battle Before the Storm** Based on the *Heavy Gear Computer Game*, this book describes the game's landscapes and provides insight as to their crews and capabilities, as well as giving background material. Contains an 8 page color section with cutaways, sketches, and screen shots from the game. **\$40.00**

**Woodland Maps (4)** Two each of two 15" x 19" color maps of woodlands, with 1" hexes. **\$17.95**

## Heroes Unlimited

**SUPERHERO** A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. By Palladium. **\$39.95**

**HEROES UNLIMITED 2nd Ed** A complete RPG that enables gamers to create virtually every type of hero imaginable: mutants, aliens, superhumans, super-sleuths, weapon masters, cyborgs, robots, sorcerers, martial artists, super-soldiers, vigilantes, genius inventors, and heroes. Over 100 super abilities. **\$49.95**

**Aliens Unlimited** 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. **\$31.95**

**Mystic China** The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. **\$31.95**

**Villains Unlimited** Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. **\$40.00**

## Hidden Invasion

**HIDDEN INVASION RPG** It has taken us over a year to obtain more stocks of this X-Files style game, but at last, we found it! Mysterious lights appear in the evening skies. Strange sightings in remote parts of the world. Men in black harassing innocent people about what they have seen. Alien beings threaten our world. Humans are used for genetic experiments. The game details the alien races active on Earth, as well as their technology, underground bases, secret networks, human co-conspirators, and who the aliens have under their control! **\$35.00**

## HOL

**HOL Human Occupied Landfill.** An Adults Only roleplaying game set in a future gone wrong. By White Wolf (Black Dog Game Factory) **\$29.95**

**HOL Human Occupied Landfill.** An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. **\$25.95**

**Buttery WHOLEsome** Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. **\$17.95**

## Immortal

**FANTASY** A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. By Precedence Printing. **\$29.95**

**IMMORTAL The Invisible War RPG** You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awakening everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. **\$35.00**

**Immortal Dracul** The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adversaries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. **\$28.95**

**Immortal Pilot Pack** Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. **\$18.00**

**Immortal Serenades** A definitive guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal pawns; over 75 never before published mystic powers, etc. **\$27.00**

**Dream Stroke** Millennia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. **\$18.00**

**Lost Trinity** An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukhsasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? **\$39.00**

**The Art of War** Expanded rules and new options for resolving combat. Details of the Shian-Rhi, the first magical art developed by immortals, as well as over 25 other fighting styles from around the world. 96 pages brimming with new combat manoeuvres and weapons useable by all immortal characters. **\$25.00**

**The Shapeshifter's Manual** Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. **\$27.00**

## In Nomine

**ANGELS VS DEMONS** Set in today's world, angels and demons battle it out for the souls of mankind. By Steve Jackson. **\$29.95**

**IN NOMINE RPG** They are very much like us. Some seek to do good, others corrupt and destroy. Some set out to do one thing, but accomplish another. Some are fiercely devoted to their work. Some doubt that they really make a difference. And some wonder, in the small hours of the night, if they picked the right side. They have greater powers, both good and evil, but they are merely pawns of greater powers still. This is the much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. Full color throughout, 208 pages. **\$39.95**



**In Nomine Hardcover RPG** Exactly as above, except with a hardback cover. There are two versions - you can choose white or black. **\$48.00**

**Angelic Players' Guide** History, laws, and Choirs of angels, also the dark paths that can lead them to a fall from grace. Expanded angel descriptions, 4 new campaign concepts, etc. **\$29.00**

**In Nomine GM Pack** GM Screen plus an adventure for three to five Celestials, angelic or diabolical. **\$17.95**

**Revelations #1 Night Music** Includes an adventure *The Demon Prince of Rock & Roll*, looks at the Archangel Laurence and Demon Prince Samina; a new of Superiors, expanded rules for soldiers, saints and the undead, ideas for adventures, etc. **\$29.00**

**Revelations #2 The Marches** Just be careful what kind of dream you have! The Marches is a vast dreamscape, ruled and fought over by Blandine and Beeth. Every mortal soul visits the Marches every night in slumber. **\$29.00**

**Revelations #3 Heaven & Hell** Details the architecture and inhabitants of heaven and hell, including Dominic, Yves, Asmodeus, Kronos, Zadkiel, and Mammon, with many adventure ideas. **\$29.00**

**The Angelic Players' Guide** The comprehensive guide for anyone wanting to play on the side of Light, including expansions on the major choirs, divine intervention, history, etc. *Due Oct.* **\$28.95**

## Jovian Chronicles

**SCIENCE FICTION** A complete Science Fiction adventure based on Japanese anime, brought to us by Dream Pod 9.

**JOVIAN CHRONICLES RPG Silhouette Edition** Tensions continue to rise between the Jovian Confederation and the Central Earth Government. Jovian President announced that Jovian Armed Forces will be increasing patrols in the Belt region through to the orbit of Mars. Earth responded by placing its fleet on high alert and placing new limits on civilian travel. War is expected before the end of the year. This is a complete game, using the Silhouette system found in Heavy Gear, about conflict in our solar system in the year 2210 AD. These rules contain everything required to play, including a detailed description of the Jovian Chronicles universe, the Silhouette roleplaying and tactical system, and a set of realistic vector-like space movement rules that are fast and efficient. Has more than 12 pre-generated vehicles. With full color pages. **\$48.00**

**Jovian Chronicles Companion** Contains advanced rules and specific cases for those who want to take their characters and campaigns a step further. Additional background info, complete Silhouette vehicle and weapon design systems, etc. **\$40.00**

**Jovian Chronicles Mechanical Catalog** There are a wide variety of vehicles in this book: exo-suits small enough to be used inside ships and bases; exo-armor, fighters, and space ships; and service and civilian vehicles such as repair robots. With stunning illustrations and background information on each item. **\$32.00**

## Kingdoms of Kalamar

**FANTASY SETTING** A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc.

**Kingdoms of Kalamar** This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc.; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) **\$30.00**

**Tragedy in the Brodeln** Tragedy in the House of Brodeln is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc. player aids, 8 maps. **\$16.00**

**Secret Temple of Adajay** Danger lurks in and around Thyghasha: religious factions disrupt the peace, prospectors have been disappearing, and an evil artifact has been stolen. **\$16.00**

## Kult

**KULT 2nd Ed RPG** Reality as we know it is a lie, an illusion fabricated to keep humanity at bay and prevent a terrifying awakening. Behind its facade something vaster and darker awaits - the true reality. The laws of nature prove to be weaker, and magic is a reality. A world where human wickedness mingles with terrors from other parts of a true, unseen reality. The evil that humans do corrodes the boundaries of reality and admits creatures from the other side. These creatures eventually enslave and consume the very people who foolishly conjure them up. Throughout the game, players are kept in the dark about the reality, only the GM knows what is really happening. For mature players only. **\$48.00**

## Legends of the Five Rings

**ORIENTAL FANTASY** A semi-historical fantasy RPG set in Japan, based upon the trading card game *Legend of the Five Rings*. By Five Rings.

**LEGEND OF THE FIVE RINGS RPG** A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures. **\$48.00**

**City of Lies** The first in a set of boxed campaign sets, tells the story of Kyoso Owari, the heart of Scorpion diplomacy and trade. With over 80 detailed NPCs, dozens of locations, an eight part campaign, map of the city, etc. *Due ?* **\$40.00**

**Honor's Veil** Two adventures. A reckless Crane daimyo meets his death at the end of a wakizashi and you must solve the murder. And, two ambassadors disappear, a ghost appears, and to dig up the truth demands a price perhaps too high to ask. **\$16.00**

**Imperial Herald** Legend of the Five Rings magazine, 32 pages. Includes an adventure, article on strongholds, questions and answers, and an article on the card game. **\$2.50**

**Legends of the 5 Rings GM Pack** With a full color GM screen, advanced mass combat rules, and an adventure, The Hare Clan, where the Lion Clan has asked the heroes to recover a scroll in the possession of the Hare Clan. But the Scorpion Clan is also after the scroll, and they will stop at nothing to obtain it... **\$24.00**

**Shadowlands Sourcebook** Learn the secrets of the creatures of the Shadowlands. Also includes sketches and illustrations of goblins, ogres, trolls, and the various oni. Has game stats and mechanics for over 50 oni and Shadowlands creatures. *Due ?* **\$24.00**

**The Way of the Dragon** The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men. **\$24.00**

**The Way of the Unicorn** For eight hundred years, the Ki-Rin Clan wandered the wastelands outside of Rokugan. When they returned, they were the Clan of the Unicorn, armed with barbarian magics and tactics. Discover the secrets of this exotic clan! Includes new battle rules for Otaku Battle-Maidens. **\$25.00**

## Macho Women With Guns

**Spoof** A sling off at other RPGs and common sense in general. By BTRC.

**MACHO WOMEN WITH GUNS RPG 2nd Ed** I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylight out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherent sentences. **\$11.00**

**More Excuses to Kill Things** Pre-designed adventures, scenarios and a solo adventure to twist your brains into putty and your characters into greasy spots on the carpet. More monsters, more gimmicks, more ways to turn mindless mayhem into experience points. **\$11.00**

**3G Guns, Guns, Guns** Lets you design custom weapons for virtually any role playing game. Design realistic weapons in 3G's universal format, and then convert the stats to the system you like best. You can choose from conventional weapons, rockets, lasers, railguns, and melee weapons. For any tech level. **\$22.50**

## Mage: Sorcerer's Crusade

**Mage: The Sorcerers Crusade** Hardcover book which can be played as a complete roleplaying game by itself. The forces of magic, faith and reason clash in this epic game of Renaissance intrigue. As the cannons of the Technocrats blast mystic covenants, the battle is joined in unknown lands and shadowed corridors. Is the future set? Can magic be saved? Travel from the New World to the Far East to distant cosmic worlds in this prequel to Mage. Contains dozens of magical societies, mythic beasts, setting systems and long lost secrets. *Due May.* **\$45.00**

## Mage: The Ascension

**DARK FANTASY** Third in White Wolf's immensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. By White Wolf.

**MAGE: THE ASCENSION 2nd Ed** A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystic power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. **\$44.95**

**Beyond the Barriers: The Book of Worlds** Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chaotic, umbral reflections and mysterious Zones spin in the unmapable dance of creation. Push on through the Horizon, and endless space becomes your playground. Just watch your step... **\$34.95**

**Book of Shadows** The Mage players guide, including new Traditions, rites, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. **\$28.95**

**Cult of Ecstasy** Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstasy, & they reach inner truths or obliteration in response to their efforts. **\$15.95**

**Destiny's Price** An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. **\$23.95**

**Dreamspeakers** Tradition Book. Formed as a compromise, shunned as throwbacks, the Dreamspeakers emerge from the mists to guide the world to an awareness of its ills - by force if necessary. From their uneasy beginnings to their resurgence in the modern era, the Dreamspeakers have walked a steady road. **\$16.00**

**Euthanatos** Tradition Book. Unjustly branded death mages, the Euthanatos serve the Great Cycle as best they can, redeeming who they can. This book dispels many myths and explores uneasy truths about these frightening mages. Templates, foci, weapons and more. **\$16.00**

**Hidden Lore: Mage 2nd Ed Screen & Sourcebook** All the charts you need for your Mage chronicle can be found within this fold-out screen, combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. **\$23.95**

**Horizon: The Stronghold of Hope** 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue threaten it's halls. **\$23.95**

**Loom of Fate** Characters find themselves woven into a pattern of tragedy and usury where free will threatens the Tapestry. **\$15.95**

**Mage Chronicles Volume 1** Features *The Book of Chanties* and *Digital Web*. With vital information for storytellers and players alike on establishing laboratories, workshops and hideouts, the places a mage needs to master his magic. **\$38.50**

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**The Book of Madness** Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. **\$23.95**

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**1. Tower of Babel** Max Zorn is an Inquisitor for the Theocracy - and he was accidentally created by an author, Ron Church, who has magical abilities. When the two meet, both of their worlds are shattered. **\$9.50**

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**SUPER HEROES** The famous super heroes from the Marvel Comics series. By TSR.

**MARVEL SUPER HEROES Adventure Game** The Marvel comic universe comes alive in a new adventure game. Now you can play Spider-Man, Wolverine, Iron Man, and others as you dive into the awesome action and madcap mayhem that make Marvel comics number one. Play your favorite heroes or create new ones. Includes three books, 96, 96, and 48 pages; a 32 page map book, and 100 cards. *Due July.* **\$36.00**

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**X-Men: Who Goes There** An anthology of adventures, presenting a grand saga of deadly danger and doom for the Marvel universe, engineered by the sinister Brood. *Due Aug.* **\$11.00**

## Mechwarrior

**SCI-FI** Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see **BATTLETECH** under Science Fiction Boardgames. By FASA.

**MECHWARRIOR 2nd Ed.** The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. **\$23.95**

**1st Somerset Strikers** The TV animated series. The series features Adam Steiner, leading a ragtag group of mercenaries called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. **\$28.95**

**Comstar Sourcebook** Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new Mechwarrior and Comstar character archetypes. **\$23.95**

**Jade Falcon Sourcebook** Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes



# 16 - Roleplaying Games: Mechwarrior, Middle Earth

rosters of the Inner Sphere invasion forces, and their unique Mechs. **\$23.95**

**Living Legends** An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. **\$15.95**

**Mechwarrior Companion** Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. **\$23.95**

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**Wolf Clan Sourcebook** Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique Mechs of one of the premier Clans. (O! The premier Clan, thank you!) **\$23.95**

## MECHWARRIOR NOVELS

### Warrior Trilogy

**1. Warrior: En Garde** At last, the magnificent trilogy by Michael Stackpole is being reprinted. The betrayal of the Archon-Designate Melissa Steiner to Prince Hanse Davion of the Federated Suns, sparks off the Fourth Succession War. **Due March. \$9.50**

### Return of Kerensky Trilogy

**1. Lethal Heritage** Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans' awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. **\$10.95**

**2. Blood Legacy** The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? **\$10.95**

**3. Lost Destiny** The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. **\$10.95**

### Miscellaneous Titles

**1. Decision at Thunder Rift** 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? **\$7.95**

**2. Wolves on the Border** Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. **\$7.95**

**3. Heir to the Dragon** Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconic Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. **\$7.95**

**5. Natural Selection** A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? **\$7.95**

**6. Bred for War** It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. **\$10.95**

**7. Ideal War** Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. **\$7.95**

**8. Main Event** Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. **\$7.95**

**9. Blood of Heroes** It had to happen - Richard Steiner has decided to form the Sky Marches into an independent state & send forth the Tenth Sky Rangers to do the job. With an elaborate plan, they assault Glenegarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? **\$7.95**

**10. Assumption of Risk** By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormon Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. **\$7.95**

**11. The Far Country** A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercenaries, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. **\$7.95**

**12. D.R.T.** Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats both 1st & 2nd Line units. **\$7.95**

**13. Close Quarters** The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin. They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuma and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. **\$7.95**

**14. I am Jade Falcon** Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twyccross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twyccross. **\$7.95**

**15. Tactics of Duty** Insurrection sweeps through the Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. **\$7.95**

**16. Highlander Gambit** Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to single handedly destroy the elite Northwind Highlanders - the mercenaries who abandoned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. **\$7.95**

**17. Star Lord** A self-appointed Star Lord launches a series of raids

that threaten and terrorise the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. **\$7.95**

**18. Malicious Intent** Vlad Ward uses secret information to re-establish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A. Stackpole. **\$7.95**

**19. Hearts of Chaos** The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sets Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! **\$7.95**

**21. Black Dragon** The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros could be the only unit with enough guts and grit to save the Draconic Combine from these extremists. **\$9.50**

**22. Double-Blind** The Magistracy of Canopus has been the target of aggression by the Marian Hegemony, and Marcus GioAvanti and his Avanti's Angels are hired to protect them. But soon they have to face the real force behind the hostilities - the religious order of lunatics called the World of Blake. **\$9.50**

**23. Binding Force** Aris Sung, a warrior of the noble House Hiritus of the Capellan Confederation, is chosen to break the newborn Sarma Supremacy and bring the worlds back into the fold. But Aris finds he must beat the odds in a race against time and treachery, or House Hiritus will be destroyed. **\$9.50**

**24. Impetus of War** The Northwind Highlanders are hired by the Draconic Combine to take on a mission unlike any before - to strike into the Deep Periphery to crush one of the Smoke Jaguar's supply centers on a distant world called Wayside V. But a nasty surprise is waiting... **\$9.50**

## TWILIGHT OF THE CLANS TRILOGY

**1. Exodus Road** Star Captain Trent of Clan Smoke Jaguar is a warrior born, a steadfast believer in the way of the Clans - until unsavory political intrigue leads him to wonder just how far his Clan has fallen from those ideals. From a captured Com Guard tech he learns of a possible life of honor in the Inner Sphere, but can he escape? **\$9.50**

**2. Grave Covenant** As the truce of Tykayid nears its end, the lords of the Successor States embark on a radical scheme to stave off galactic war - creating a new Star League Defence Force to destroy a powerful invading Clan. But backbiting and in-fighting may destroy this bold plan in its infancy. **\$9.50**

**3. The Hunters** "Carry the fight to the Clans" has become the rallying cry for the armies of the Successor States. Now, as they launch their offensive against the Clan Occupation Zone, a task force is drawn from across the Inner Sphere begins its own desperate journey searching for the Clan homeworlds. **\$9.50**

**4. Freebirth** On his Khan's orders, mechwarrior Horse of Clan Jade Falcon travels to Clan Smoke Jaguar's home world to investigate a Falcon secret scientific station. But what secret experiments are being done that could be the end of Horse and give explosive results to the whole Clan? **\$9.50**

## Men in Black

**MEN IN BLACK RPG** Direct from the movie. You're part of the mysterious quasi-governmental organization known only as the Men in Black - elite cops policing and patrolling the 1,500 aliens living amongst the people of Earth. You'll confirm to the identity we give you. You will have no identifying marks of any kind. You don't exist, you were never born. Can you handle the truth? More importantly, can you handle an Arquillian Megasonic Destructor Ray? You can! Good - we've got a crazy Baltian loose in Manhattan. Take care of... By West End Games, uses the easy to learn D6 System, so you can open the book, grab some dice, and you are off! Includes a report on aliens, alien technology, adventures, etc. **\$32.00**

**MEN IN BLACK Introductory Adventure Game** Includes an agents guide to teach new agents the rules of MIB from the moment they start reading, a Director's Guide, a Mission book, also color cards and stand-up figures, dice, etc. **\$32.00**

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**Instant Adventures A** 96 page supplement that can be run with any campaign, 32 color cards with pictures and stats of important characters, weapons, vehicles, & aliens. **Due April. \$29.00**

**The Director's Guide** Features a GM Screen, plus more data on creating your own aliens, devising new and bizarre alien technology, and running neo-awesome assignments. **\$19.00**



## Mekton

SCI-FI Set in the new future, this is a complete & detailed

game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. By R. Talsorian Games.

**MEKTON Z RPG** The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometre long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. **July/\$32.00**

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**Mekton Z Tactical Display** All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. **\$16.00**

**The Starblade Saga: Mekton Worldbook 1** The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minime!) **\$29.00**

## Middle Earth

**FANTASY J.R.R. Tolkien's** magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. By Iron Crown Enterprises.

**THE HOBBIT ADVENTURE BOARDGAME** is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artefacts, and challenge your opponents with riddles. **\$59.95**

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**MERP II RPG** 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. **Softcover \$29.95**

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**Angmar** Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's manish warriors; three sinister high priests, haunted ruins, etc. **\$34.95**

**Arnor: The Land** Includes four color maps, delve into the inner workings of the Witch King's malice as he contrives dark plagues, killing curses and unnatural blights; the Dunedain's struggle against him; the localities of Bree, Tharbad, and the Barrow-Downs, and a series of adventures following the Banners of the High King. Gil-galad. **\$44.95**

**Arnor: The People** Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-King of Angmar, and her eventual dissolution and demise. With engaging summaries of Arnor's inhabitants, politics, warfare and adventure opportunities, as well as a lively history. **\$31.95**

**Creatures of Middle Earth** How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balgors of Moria, the cave trolls of Moria, the Hill trolls of Mordor. All of Tolkien's creatures, both fell and pure, are listed here. **144 pages. 24.95**

**Dol Guldur** Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcs, traps, history, and daring rescue mission. **\$34.95**

**Elves: Peoples of Merp A** series covering the peoples of Middle Earth, covering all aspects of society, etc. **\$26.95**

**Hands of the Healer** Delves into the vast array of healing lore, natural and magical, which the Free Peoples have distilled from their relentless struggle against the Dark Lord and his foul minions. With a comprehensive herb compendium. **\$28.95**

**Lake-Town** This book presents this famous town with all its vivid bustle, craft associations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. **\$34.95**

**Minas Tirith** Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. **\$39.95**

**Mirkwood** Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silvan Elves proven perilously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. **\$34.95**

**Southern Gondor: The People** Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there.



Reaches back to the First Age and follows through to the Fourth Age. **\$32.95**

**Southern Gondor: The Land Presents** Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of hamlet, village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. **\$44.95**

**The Kin Strife** Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spies, and servants of the Dark Lord are all embroiled in the Civil War and conflict. **\$40.00**

**The Northern Waste** Explores the vast, uncharted region of Forodwaith, a land of chilling tundra and unrelenting cold. These lands have become a refuge for the ice-dwelling Lossoth, who hunt the perilous shores. The mysterious Snow Elves also haunt the borders. With a 17"x22" color map and two adventures. **\$45.00**

**The Shire** Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Includes history of the hobbit tribes leading up to the gift of the shire to them by King Argeleb II, history of hobbit chieftains, and adventures. **\$44.95**

**Treasures of Middle Earth A** 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantir, the rings, arms, armor, apparel, gear, jewellery, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. **\$26.95**

**Valar & Maiar** 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. **\$22.50**

## Millennium's End

**SCI-FI** This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

**Millennium's End 2nd Ed RPG** It's 1999. America's inner cities are torched by riot and drugs. Wars seethe in the deserts and jungles of the third world. Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. **\$23.00**

**Terror Counter Terror** At every moment, on every continent, in every country, terrorists are at work. In a world on the brink of collapse-a world of decaying infrastructure, overburdened police forces, bush wars, famine and impending environmental cataclysm-the price for getting a story on cable news is often measured in body counts. Covers fifteen terrorist organisations and six counter-terrorist organisations in the year 1999AD. **\$25.50**

**Ultramodern Firearms** The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. **\$23.00**

## Mutant Chronicles

**SCI-FI** An extremely dark role playing game set in our not too distant future. See the figures in the Miniatures Section. By Heartbreaker Hobbies.

**MUTANT CHRONICLES RPG 2nd Ed** The Solar System is a roaring mayhem of death and war. The surfaces of the inner planets have been swept clean by the violent onslaught of the Dark Legion's storming hordes of Nephilims, Necromutants, Razides and Undead Legionnaires. In the enormous cities of the far and distant future, heretics devoted to the destruction of humankind stalk the dark backstreets and gloomy alleys, spreading their teachings of greed, jealousy and war. This 2nd Ed has an improved character generation system, combat rules and rules for using the Art and Dark Symmetry. Contains more background on the universe, and a full page spread on the massive city, Luna. **\$50.00**

**Algeroth: Apostle of War** An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nephilite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. **\$22.50**

**Bauhaus: Power of Heritage 2nd Ed** Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structures, weapons, creatures, etc. **\$16.50**

**Capitol: Pride & Profit** The first and mightiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. **\$16.50**

**Cybertronic Sourcebook** The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occasionally take over the "minds" of cyborgs & computers. **\$16.50**

**Freelancers Handbook & GM Screen** With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a gassy 4 panel GM screen, with all charts, weapons stats, etc. **\$12.50**

**Ilian: Mistress of the Void Sourcebook** Delve into the dark mysteries of Ilian, the Lady of the Dark Symmetry and the Harbinger of the Dark Soul. This book is full of details about the Dark Lady herself, her malevolent minions and their foul weapons, as well as how to create a Heretic of Ilian. 30 new Dark Gifts for Heretic characters. **\$14.00**

**Imperial** The first three Megacops were Capitol, Bauhaus, and Capitol. But a fourth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacops at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. **\$16.50**

**Mishima Discover Mishima** and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. **\$16.50**

**The Brotherhood 2nd Ed** An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fry Elite Guard, etc. Also new spells, 17 new backgrounds, etc. **\$16.50**

**The Second Seal of Repulsion Part One** in the Venesian Apocalypse adventure trilogy. What started as a simple recon mission in the Venesian jungle soon becomes a race against time as the characters are beset by terrorists. Surviving this leads to the jungles full of perils, until finally a great evil is encountered that could destroy Venus and the whole solar system. **\$14.50**

**The Four Riders** Part Two in the Venesian Apocalypse adventure trilogy. Heimbürg quakes in the wake of the Battle of the Second Seal, and mankind faces the deadliest plague mankind has ever known, a disease that could wipe out life on Venus in a matter of weeks. **\$14.50**

**Beyond the Pale** Part Three in the Venesian Apocalypse adventure trilogy. The streets of Heimbürg have now erupted into all out war with Dark Legion and Brotherhood troops fighting for every block of every neighborhood. Another great threat looms in the background, and there is only one night left before all is lost. **\$14.50**

## Nephilim

**HORROR** One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. Translated and published by Chaosium.

**NEPHILIM RPG** The Nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These Nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages. **\$34.95**

**Chronicle of the Awakenings** Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. **\$28.95**

**Liber Ka** A supplement introducing an updated, alternative magic system following authentic occult principles. The book includes the Nephilim history of western sorcery, a grimoire of new spells, etc. **\$24.00**

**Nephilim GM Veil** A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. **\$26.95**

**Nephilim GM's Companion** An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign setting. **\$23.95**

**Nephilim Character Dossiers** Character record sheets. **\$14.95**

**Secret Societies** Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. With the aid of their masters have learned to fight the Nephilim. These invisible empires rise and fall. **\$28.95**

**Serpent Moon** A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. **\$14.95**

## NeverWorld

**FANTASY** A medieval fantasy world with beasts, men, elves, and dwarves. By ForEverWorld Books.

**NeverWorld RPG** We, you and I, live in a sliver of time somewhere in the Third Age. History forged us from the melding of Beast and Man, Elf and Dwarf, Giant and Metamorph - and their battles against the dark Grobber race. Our surroundings tempered us in the jaws of Dragons, Demons and UnderWorld cults. Each nation has only survived through cultural isolation. Now the scent of change is on the winds, and the key to survival is knowledge. Only by learning the myth and lore of forgotten cultures will the answers be revealed. Players search for individual answers to their existence, and group together for exciting adventure. The GM tells the interactive story which you can act upon at any moment. This is a world where science never reigns. Your character is the culmination of your chosen abilities, skills, powers and resources, born from one of 35 cultures. Make cross-cultural characters, track adventures on your own customizable map, reward yourself for your actions, and face the consequences for your misdeeds! Contains a 304 pages Tome of rules, 128 Hourani Culturebook, color map, dice, GM screen. **\$60.00**

**The Tome of NeverWorld** The same rulebook as found in the boxed set above. **\$40.00**

**Culturebook: Hourani** The same Culturebook as found in the boxed set above. Hourani are metamorphs, born part human, part Wolfhinn. Creating a comfortable niche in human society, they carry on with their own laws, religion and social life. **\$24.00**

**Culturebook: Neoumians** Enter a state achingly familiar to our own, yet worlds apart. Seven city-states, supposedly shared by Hourani and humans, and ruled by Dukes, yet no-one really knows who's in control. Start a Neoumian character or expand your current Hourani character with the many new abilities also included in this book. Includes a community generator to make villages, towns and cities; all you need to know to run Neoumian characters, etc. **\$29.00**

**Culturebook: Rublug** The Outpost dwarves that were separated from the World's Crown. Once cursed to burn from the sun, they now believe daylight travel is possible. Only the bravest leave the mountain fortresses. With them come Dwarven armor, new military careers, Runeweapon magic emphasis, Dwarven Pantheons, and new priest careers. **\$29.00**

**Culturebook: Wolfhinn** Standing 12 feet tall, these beasts are the peacekeepers of the Nation of Yucazon and the Sentinels to the Province of Winter. They fight the undead Mulgrayne, and heal the vast forests abandoned by the elves. Includes elemental magic, the followers of Druidism, and the skill of Treemorphing. **\$29.00**

**Culturebook: Driseti** The Driseti are wood elves, fortified in the Black Forest, surrounded by Wolfhinn, Bearmihn, Ice Giants and Rublug. None but elves can enter. Includes the magic's of Shamanism and Faerie Enchantment; Shaman and Spirit Slayer careers, and skills such as tree hopping, wolf-bond, and invisibility. **\$29.00**

**Culturebook: Felihn** Sly, devious and painfully arrogant, these agile cats are the rulers of the Ontanama plains. While they wield no magic, they are each natural assassins and warriors. All are corrupt. Culture skills include first strike, super leaps, and nine lives. The Thelis cheetahs are swift, silent and deadly, the Kaytish lynx slyly acquire everyone else's hard earned rewards. **\$29.00**

## Nightbane

**Horror** Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. By Palladium.

**NIGHTBANE RPG** A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nighlroids. **\$32.00**

**World Book One: Between the Shadows** Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. **\$27.00**

**World Book Two: Nightlands** Takes the players into the strange and wondrous Nightlands dimension, a twisted mirror image of our reality and home of the Nighlroids, the inhabitants of the Lands of Night. Also has lost artefacts, new Nightbane talents and morpheus, plus campaign and adventure ideas. **\$27.00**

**World Book 3: Through the Glass Darkly** A book that will surprise a lot of people with its truly unique and twisted approach to magic, magic users and horror adventure. With 50 new spells, strange magical phenomena, living magic, Cybermages, Fleshsculptors, Mirrormages, mysterious locations, three adventures, etc. What lies beyond the Mirrorwall? Could the Guardians and Lightbringers have a hidden agenda? Are they a light or dark force? **\$27.00**

## Over the Edge

**OVER THE EDGE 2nd Ed RPG** A game which pits the player characters against all manner of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experience. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages. **\$40.00**

## Noir

**THE WORLD OF DARK MOVIES** Set in the dark movies of the 1920s to 1950s, in a world steeping in dark mysteries. By Archon Gaming.

**NOIR RPG** A seething urban nightmare, harshly lit - this is the world of Noir. Filled with slouching P.I.s in rumpled trenchcoat and fedora, femmes fatale wearing the season's highest fashions, grifters, troubleshooters, cops, mobsters, and G-men, set in the 1920s - 1950s. This game is about mystery. Shadows hide the deepest, darkest secrets of man. Here, you can attempt to commit the perfect crime, or attempt to solve it. You can become the most hard-boiled private investigator that the city has ever seen, or be the most conniving femme fatale that ever batted an eyelash, or be a tough mafia boss, etc. But remember, the world is not always what it seems. Over 220 pages. **\$40.00**

**Shades of Noir Book One** A selection of top quality short stories set in the Noir universe that make great reading. Walk the streets of a gangster controlled city, with streets running with blood, women of cool steel beauty. **\$21.00**

**Shades of Noir Book Two** A selection of top quality short stories set in the Noir universe that make great reading. Anything and everything can be found in the city...you've just got to be smart enough to find it and tough enough to take it. **\$21.00**

## Of Gods and Men

**OF GODS AND MEN RPG** A war between the gods resulted in their abandoning the world, and the elves and dwarves also departed at that time, no-one knows where they went. The survivors developed magic and technology, but strayed into the darker arts, and soon became in bondage to dark beings. But great Unions led a revolt of the animal kingdom against the demons, and overcame them. But the human kingdoms then entered into endless war, and the Outland colonies still sought the dark arts. Then suddenly new gods arrived - gods who walk among the world like men, unknown, except for when they use their immense powers. 328 pages and 54 Divine Power cards. **\$40.00**

**Cults & Conspiracies** It is the dawn of the sixth century since the gods left mankind to fend for itself. Now the realm is on the brink of war and perhaps its ultimate destruction. Strive to become a part of one of many ancient and arcane organisations which struggle with each other for domination. **\$17.00**

**Of Gods & Men GM Screen** Standard GM Screen plus 18 new Divine Power cards and an adventure. **\$17.00**

## Palladium

**FANTASY** Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! By Palladium.

**PALLADIUM FANTASY RPG 2nd Ed** Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilisation built on the bones of non-humans who reigned before them. A world of unparalleled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolven, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. **\$40.00**

**Book II: Old Ones 2nd Ed** The Old Ones existed long before the dawn of man, and they rule the Palladium World for untold millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. **\$31.95**

**Book III: Adventure on the High Seas 2nd Ed** 224 pages



# 18 - Roleplaying Games: Pendragon - Rolemaster

featuring two dozen character sheets, new character classes such as pirate, a dozen different ports, cities, towns and forts, adventures and adventure ideas, more world information and history; sailing ships and ship to ship combat. **\$31.95**

**Dragons & Gods** Includes 14 dragons including the Hydra, Fire Dragon, Thunder Lizard, Cockatrice, Lo-Dox, Ullucan, etc.; dragon hatchlings, adults and ancients, their society, powers and weaknesses; weapons and magic items made from dragons; over 40 gods complete with minions, magical weapons and artifacts, legends and worshippers, over 20 demonic lords, elements and spirits of light; rune weapons, dragon slayer swords, etc. **\$32.00**

**Monsters & Animals 2nd Ed** Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, rattlings, sphinxes, etc.; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. **\$31.95**

**The Island on the Edge of the World** An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! **\$25.50**

**The Compendium of Weapons, Armor & Castles** A superb book which is a model reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. **\$35.00**

**The Compendium of Contemporary Weapons** 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. **\$31.95**

**Yin-Sloth Jungles** 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcot shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orich Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. **\$25.95**

## Pendragon

**FANTASY** An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! By Chaosium.

**PENDRAGON 4th Ed.** A dynamic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. **\$43.50**

**The Arthurian Companion** Enter the world of Arthur, King of all Britain and master of a thousand knights. Explore the beauty and splendor of the legendary world of Camelot and the Round Table. Written in a warm and entertaining style, contains over 1,000 entries, cross-referenced and annotated. An alphabetical guide to the Arthurian legend and literature. **\$24.00**

**Beyond the Wall: Pictland & the North** The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilised Britain. Beyond it lies Caledonia, a bleak and harsh land where civilisation and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unity only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. **\$29.95**

**Blood & Lust** Provides campaign material for the Dukedom of Angeland, GM's tips, & 4 linked adventures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. **\$29.95**

**Land of the Giants** Explore the lands of Scandinavia in the time of Beowulf and King Arthur. While Arthur sat upon the throne in Britain, Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandinavian characters or visit the country. Includes an adventure featuring Beowulf, and a map. **\$31.95**

**Lordly Domains** A book about nobles and their responsibilities and privileges. Its rules cover the acquisition of land and the nature of nobility, expand upon the concepts presented in the primary RPG. Covers noble holdings, fiefdoms, feasts, festivals, hunts, falconry, tournaments, war, heraldry, etc. **\$32.00**

**Pagan Shores** A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. **\$29.95**

**Percival & the Presence of God** This is the first paperback edition of this classic Arthurian novel, focusing on young Percival's quest for King Arthur and the Holy Grail. The core of the book is the traditional tale of Sir Percival, first told in twelfth-century France, retold by Jim Hunter. **\$17.50**

**Perilous Forest** Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. **\$31.95**

**Savage Mountains** 4 adventures, Dolorous Wyrms, The Best Wine in the World, The Cambrian War & The Paulg Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. **\$31.95**

## Prime Directive

**SCI-FI** For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! By Task Force Games.

**PRIME DIRECTIVE RPG** A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc., each with history & weapons. Has two scenarios, & Star Fleet Universe timeline. **\$34.95**

**The Federation** 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan personalities, new skills, new equipment, optional rules, etc., and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. **\$25.95**

**Uprising** An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibious world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prelarians, a new race for Prime Directive. **\$14.95**

### Prime Directive Miniatures

Task Force Games have released a small range of 25mm

miniatures for Prime Directive.

|         |                                   |         |
|---------|-----------------------------------|---------|
| TAS9501 | Officers (3).....                 | \$12.50 |
| TAS9503 | Heavy Assault Section II (3)..... | \$12.50 |
| TAS9504 | Security Section (3).....         | \$12.50 |
| TAS9505 | Security Section II (3).....      | \$12.50 |
| TAS9506 | Light Assault I (3).....          | \$12.50 |
| TAS9507 | Light Assault II (3).....         | \$12.50 |

## Rifts

**SCIENCE-FANTASY** Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. By Palladium.

**RIFTS RPG** The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakeable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork and 256 pages. **\$39.95**

**RIFTS Game Shields & Adventures** Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 hook line and sinker adventures, maps, etc. **\$20.95**

**RIFTS Index & Adventures Vol 1** An index that indicates which titles and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places, etc. Has 40 pages of adventures, adventure ideas, source info, etc., set in North America. **\$21.00**

**RIFTS Index & Adventures Vol 2** A quick, easy reference and index for the last two years of Rifts releases, including Juicer Adventure, Coalition Navy and War, Spirit West, etc., and adventures, adventure ideas, maps and more. **\$20.95**

**Mutants in Orbit** An adventure sourcebook that can be used with Rifts or Teenage Mutant Ninja Turtles. Includes rules for generating Rifts characters, the background is a massive nuclear war that almost wiped out humanity, leaving small space colonies in orbit around the Earth to fend for themselves. **\$20.00**

**RIFTS Sourcebook** Campaign information on the Coalition Government, Skelebots, body armor, robots, characters, villains, NPCs, weapons, equipment, monsters, and adventures. 120 pages. **\$21.50**

**RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E.** Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. **\$19.95**

**RIFTS Sourcebook 3 - Mindwerks** 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance, Gene-splicers, an evil Millennium Tree, monsters, an epic adventure, etc. **\$18.95**

**Rifts Sourcebook 4 - Coalition Navy** Takes an in-depth look at the Coalition Navy, the largest naval force in the Americas, located in Lone Star/Texas and which can be found up and down the Mississippi River, the Great Lakes and the Gulf of Mexico. Includes privateers, warships, subs, power armor, equipment, bases, commanders, notable sea monsters, etc. 128 pages. **\$20.95**

**RIFTS Mercenaries** A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimensional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and details about the Coalition States, Tolkien, Pecos Empire, etc. **\$25.95**

**RIFTS Conversion Book** Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlimited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. **\$31.95**

**RIFTS Conversion Book # 2 Pantheons of Megaverse** - mythological ancient gods and impostors. 180+ pages dealing all of these gods, their magics and weapons. **\$31.95**

**RIFTS Dimension Book One: Wormwood** Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, enthrancers, new racial character classes, Hospitalliers, etc. **\$25.95**

**RIFTS Dimension Book Two: Phase World** An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, power-armor, & weapons, space technology with new ships, weapons, cyborgs, etc. **\$31.95**

**RIFTS Dimension Book Three: Phase World** Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and body armor, etc. 112 pages. **\$18.95**

**The Rifter Issue 1** A 120 sourcebook and GM's guide, dedicated to the whole Palladium Megaverse, not just Rifts. This first issue has source material for Rifts, Palladium, Nightbane, etc. **\$31.00**

**World Book 1: Vampire Kingdoms** Includes information on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. **\$23.95**

**World Book 2: Atlantis** Domain of the multi-dimensional slavers known fondly as the Splurgoths, who rule a magical realm of supernatural, and other-dimensional creatures. **\$25.50**

**World Book 3: England** A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. **\$25.50**

**World Book 4: Africa** Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. **\$25.50**

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**26. Beyond the Pale** The mission given him by Dunkelzahn, Ryan Mercury promises to deliver the magical Dragon Heart safely to the metaplanes, where Thyala and her song are all that defend the earth against the onslaught of the enemy. **Due Feb. \$9.50**

## Soothsayer

**SOOTHSAYER RPG (The Player's Guide)** Written and published in Australia, this is a generic role playing narrative adventure gaming system that lets you play in any world or time period. The system allows you to bring together fantasy, reality, history and science fiction, or simply choosing just one. The system lets you role play your favorite character in any setting. You can generate the characters you want to role play, casting aside stereotypes and even designing entirely new character species. The explicit, fast paced combat system makes for plenty of danger and excitement, whether unarmed, melee or ballistic combat. And you will role more than dice. The unique player assessed award system encourages creative role playing and enhances your whole gaming experience. **\$39.00**

## Star Riders RPG

**SCI-FI** A tongue in cheek game in the league of *The Hitchhikers Guide to the Galaxy*. By Dream Pod 9.

**Star Riders RPG** A deliciously funny role playing game in the space opera tradition. When the Daddourun Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!) **\$10.00**

## Star Wars

**SCI-FI** The game mechanics are comprehensive, yet not intimidating; extensive background detail is sincere to the films, play is quick and exciting! Good for beginners. By West End Games.

**STAR WARS 2nd Ed Revised & Expanded.** The hottest RPG just got hotter. This new hardcover, full color edition is a revision of the popular, 2nd Ed rules to make the game more exciting and fun to play. Features dozens of examples to make the rules easy to learn, over 30 character templates, a solo adventure, a player handbook that explains the game, and an overview of the Star Wars Universe. 240 pages. **\$50.00**

**STAR WARS Introductory Adventure Game** A magnificent boxed set entry point into the Star Wars roleplaying game. Everything you need to play is here. This game teaches you the rules while you play. One game booklet shows how to create and use your own Star Wars character fighting the Empire, another booklet teaches on one person how to be the games master. Also includes character sheets, an adventure book, 6 color cards of characters and equipment, stand-up characters, and 7 maps of popular Star Wars locations. **\$33.00**

**Alliance Intelligence Reports** Heroes are only as good as the villains they fight. This collection of villains details some of the Alliance's most dangerous foes, providing a perfect selection of enemies for any Rebel team. Each entry has background information and game statistics, including numerous new droids, vehicles, and aliens. **\$27.00**

**Best of the Star Wars Adventure Journal** A collection of short stories from the Journal. **\$25.00**

**Classic Adventures** Presents two Star Wars 1st Ed adventures, The Politics of Contraband and The Abduction of Crying Dawn Singer. The first is a story revolving around the life of a smuggler; the second story is about a famous singer being kidnapped. **\$28.00**

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**Classic Adventures #3** Includes Riders of the Maelstrom - Rebel heroes try to uncover the secrets of an Imperial rendezvous; Death in the Undercity - what is causing the mining accidents on Quarren? And Tatooine Manhunt - who is this Adar Talon that all the bounty hunters of the galaxy have come to find? What does he know? **\$27.00**

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**Classic Campaigns** This book presents two Star Wars First Ed campaigns, completely updated to 2nd Ed. There are two campaigns, taken from the Campaign Pack and Gamesmaster Kit. The 1st features the adventures of a group of rebels on a modified space yacht. The 2nd chronicles the efforts of rebels to stop construction of an Imperial resupply base in the Trax sector. **\$25.00**

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**Dark Empire Sourcebook** A 128 page hardcover sourcebook based on the smash-hit comic series following on from the end of Return of the Jedi. Includes 16 full color plates, heaps of illustrations, new ships, new NPCs and PCs, new equipment & vehicles, planets, and history of the comic. The New Republic rules 3/4 of the galaxy, & a savage war against Grand Admiral Thrawn almost defeats them. But then the Imperial factions, ruling 1/4 of the galaxy, start to fight each other for supremacy, & Luke Skywalker succumbs to the dark side - only to find that the Emperor is back with a sinister plan to conquer all. **\$45.00**

**DarkStryder Campaign** A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Sarne is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it Sarne - before he can do any more damage. **\$45.00**

**DarkStryder: Endgame** The final DarkStryder supplement. The FarStar has discovered the hidden lair of renegade warlord Moff Sarne, a distant planet once ruled by a long-dead species of scientists that were obliterated in a mysterious catastrophe thousands of years ago. The New Republic has finally caught up with Sarne, and is moving to end his reign of terror once and for all. Or are they? As Sarne launches his final offensive, the crew of the FarStar encounter the might of a despot alien monster... called DarkStryder. **\$29.95**

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**Rebel Alliance Sourcebook 2nd Ed** A detailed description of the personnel, vessels, equipment, strategy, intelligence, and history of the Rebel Alliance, now updated to 2nd Ed Rules. 144 page hardcover recommended for campaigns. **\$35.00**

**Rules of Engagement: Rebel Specforce Handbook** They undertake only the most difficult missions. They are experts in hand to hand combat, weapons, tactics, and survival. They are the Rebel Alliance's most elite soldiers, fighting the best the Empire has to offer. They are the Rebel SpecForces. New weapons, equipment, vehicles, optional rules, command training, etc. **\$29.00**

**Secrets of the Sisar Run** The cargo run was too good to be true: big profits and minimal risk. But no one can be trusted, and there's no way out, with enemies lurking in the shadows and danger at every starport. **\$24.00**

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**Star Wars GM's Screen Revised** Includes a 64 page book with over a dozen player character templates, lists of skills and force powers, game stats for common characters, starships and vehicles, etc. **\$16.50**

**Star Wars Instant Adventures** A collection of scenarios that can easily be integrated into an ongoing campaign. Launch a daring sneak attack on an Imperial sensor complex to bring down a system-wide blockade, smuggle a wounded Hutt crime lord offplanet, rescue a missing rebel spy, or play hide and seek with the dreaded Storm Commandos. **\$25.00**

**Star Wars: Live Action Adventures** In ordinary roleplaying, you're at a table holding a piece of paper. With this book you are there in the thick of the action, surrounded by your enemies and allies, all conniving and plotting to advance their own agendas. You are your character. So lace up your combat boots & grab your weapons. **\$25.00**

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**Star Wars Miniatures Rules** The rules are updated to make them compatible with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **\$30.00**

**Star Wars Miniatures Battles Set** A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at \$82.00. **\$70.00**

**Star Wars Miniatures Battles Vehicle Starter Set** A special boxed set including the Star Wars Miniatures Battles Companion, and three miniature vehicles, the Rebel snowspeeder, Rebel speeder bike, and Imperial Biker Scout; and five dice. **\$65.00**

**Star Wars Miniatures Companion** Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, etc. **\$25.00**

**Star Wars Movie Trilogy Special Edition** 200 page hardback book. From the glittering spires of Coruscant to the blistering Dune Sea of Tatooine, the secrets of the Star Wars universe came to you. This fully indexed volume features scores of exciting new artwork and photographs from the re-released Star Wars trilogy movies, and gives detailed game information on characters, ships, planets, equipment, etc. **\$45.00**

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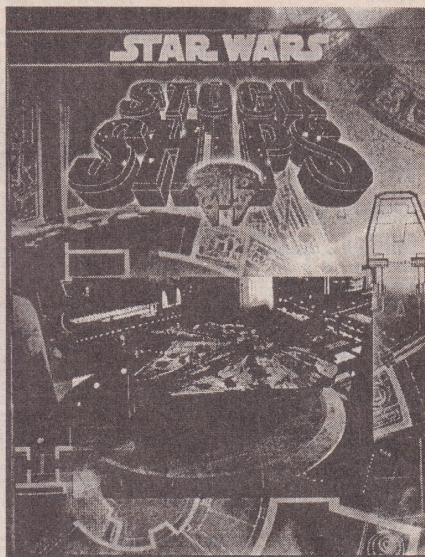
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**The Truce at Bakura Sourcebook** Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid, and they establish a desperate alliance with the tattered Imperial forces. But should the unlikely allies can overcome the aliens, can the Imperials be trusted? Based on Kathy Tyer's novel. Hardcover book. **\$35.00**

**Wanted By Cracken** You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. **\$25.00**

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## Marc Miller's Traveller

SCI-FI Classic Traveller set in the days before the chaos of the rebellion. By Imperium Games.

**Marc Miller's TRAVELLER RPG** With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 3367 AD. This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. **\$39.95**

**Alien Archives** This volume presents twelve minor races for use in any Traveller campaign. Each is suitable for non-player and player character status. There are character generation rules, and rules for encountering these races within the Imperium as well as within their native world. In their worlds, these minor races are very strong. **\$34.95**

**Aliens, Volume 1** Two interstellar civilisations: the Aslan, noble carnivores challenging the growth of human colonies on their frontiers; and the Vargr, genetically altered savage canine stock, raiding human worlds for plunder. **\$47.95**

**Anomalies** Take an adventurous, odyssey among the star systems of the growing Imperium. Wander the systems of the Core sector, discover the secrets of a strange, psionic child; enter and explore a research station, and confront the many mysteries of worlds of humans beneath other suns. Can be played as 9 stand alone adventures or one massive interlinked campaign. Great reading! **\$35.95**

**Central Supply Catalog** Collating virtually every item ever published for Traveller, tossing out some, adding new stuff, and formatting it all for the new Traveller, makes this an invaluable book. With a full selection of all the "good stuff", with background and new rules to use them with, plus a bug-free set of design rules for you to create your own small vehicles. **\$34.95**

**Emperor's Arsenal** A great book detailing the weapons of Tech Level 0 to Tech Level 16+, from spears and slingshots to crossbows and shields, from musket weapons and cannons to machine guns and mortars, from guided missiles to Hazers, from waterknives to plasma cannons, etc, as well as new weapon rules. **\$36.00**

**Emperor's Vehicles** Dozens of typical vehicles for land, air, and ocean adventuring. Every vehicle is fully illustrated and described for easy integration into your campaign. **\$36.00**



**Fire, Fusion and Steel** Completely updated and integrated into T4 ed of Traveller, this is comprehensive vehicle design. Everything from ground cars to grav tanks, system patrol boats to atmospheric cruisers, the rules let you design each vehicle down to the last detail to suit your adventures or your campaign. **\$35.95**

**First Survey** This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. **\$31.95**

**Gateway! Adventure** Two far from their starting point, the explorers come across a gateway, a means to get back. But sensors indicate the device is buried under a huge city which is presently gripped in the clutches of an alien war. **\$20.95**

**Imperial Squadrons** Fleets of starships vie for dominance among the pocket empires and the growing Sylean Empire. Now you can play on the flagships of enormous space fleets, drawing resources and conquering worlds. **\$36.00**

**Long Way Home: Adventure One** The mission: a covert reconnaissance deep into uncharted territory beyond the borders of the new Sylean Empire. But that mission is quickly disrupted as the adventurers jump out of system in their extended duration survey class Scout ship. With five interlinked scenarios and heaps of maps etc. **\$20.95**

**Milieu 0: The Third Imperium** The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Covers the early years of the Third Imperium, its initial steps to re-explode the galaxy, of its economies and strategies for doing so and its politics for administering the fledgling empire, of the Emperor who has brought it all to pass, of its closest allies and worst enemies... With many adventure hooks for players and GMs. **\$31.95**

**Milieu 0 Campaign** Traveller's campaign world is revealed. The barbaric long night has passed. Starships once again rule the space lanes, and civilisations are reawakened to the vast interstellar community of worlds. This book opens the way for GMs to begin and maintain an epic game where players ride the waves of history. Hardcover book. **\$47.95**

**Missions of State** Companion to the Nobles sourcebook, these are selected adventures which pit noble characters against formidable odds, negotiating treaties and delivering diplomatic pouches. **\$39.00**

**Naval Architects Manual** A book full of deck plans for Traveller campaigns. Ideal for any adventure situation, there are hundreds of deck plans to represent starships, bases, orbital stations, starports. **\$36.00**

**Nobles** The Imperium's noble families are gathering their power in Milieu 0, setting up the dynasties of the future. Integrate your noble character into their hierarchy. **\$39.00**

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**Psionic Institutes** The beginning days of the new Sylean empire are a time of open acceptance of psionic powers and those who have them. Institutes range in size and reputation from established universities with influence at the highest levels to fly by night charlatans and fake salesmen that keep one step ahead of the authorities. **\$36.00**

**Starships** A valuable reference book with 108 pages, detailing the starships of the Traveller universe, including ship names, statistics, anecdotal info, black & white illustrations for each ship, deck plans, and more of those stunning full color paintings. Also features the Standard Ship Design System. **\$31.95**

**Traveller GM Screen** A four panel GM screen plus the Memory Alpha adventure, written by Marc Miller. The characters agree to a high-paying mission with a catch - they must undergo a memory wipe upon the conclusion of the mission, and then the real mission begins as they try to learn what exactly did they do during that mission? **\$20.00**

## Trinity

SCI-FI White Wolf's latest complete roleplaying system, this one set 150 years into our future.

**TRINITY RPG Limited Edition** Was called *ÆON*. A century and a half in the future, humanity ventures into space and encounters strange alien races and diverse new worlds, as well as establishing orbital colonies and terraforming Mars. Even as humanity struggles to find its place in this new age, Earth is assaulted by a menace from its past - twisted, once human creatures called Aberrants, monstrosities that seek to destroy our people and planet. The world's greatest defenders against this menace are psions - men and women who possess formidable psychic powers and who wield unusual biotechnological devices. With guidance from the enigmatic *Æon* Trinity, psions hope to protect humanity from its own twisted reflection so that Earth's people can take their rightful place among the stars. Investigate the unearthly Qm, beings at once supremely human and disturbingly alien. 318 pages, 152 in full color, which prevent a very detailed overview of life in the 22nd century. **\$48.00**

**Darkness Revealed: Descent into Darkness** The indigent are disappearing from Lunar slums. The few found are dead and missing vital organs. Members of two psi orders may not only know about it, they may be behind it! **\$25.50**

**Hidden Agendas** The Trinity storytellers screen and a booklet

containing expanded information on the 22nd century universe. Also has an introductory story. **Due Feb. \$24.00**

**Lunar Rising** The first psi order sourcebook describes the clairsentient order of visionaries and explorers, the ISRA agents, who are based on the moon. **Due May. \$24.00**

**Trinity Dice Set** of 10 10-sided dice. **Due May. \$13.00**

**Trinity Technology Manual** Describes an incredible array of devices, from palm-sized minicomps to deep space freighters, repeating lasers to vocoders. Also descriptions of new and unique biotech. **Due June. \$25.50**

## Vampire: The Masquerade

**HORROR** A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravaging fiend. By White Wolf.

**Vampire: The Masquerade 2nd Ed. Hardback** Explains the concepts of this mature-age RPG, with a background for vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid out today's hyper-kinetic MTV world. That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. **\$39.95**

**Vampire: The Masquerade on CD-ROM** Includes the 1st edition of the AD&D CD-ROM, this CD-ROM includes the primary RPG, the Players Guide, the Storytellers Handbook, the Players Guide to the Sabbat, Storytellers Guide to the Sabbat, a city generator that creates city histories, locations, encounters, indoor and outdoor 3D maps, a character generator that contains all of the abilities and powers from the core books, a document generator for creating realistic game props, a screen-saver, and a find feature & hyper-text links. **IBM Requires: Pentium 100+, Win 95, 16mbRAM, SVGA. \$65.00**

**A World of Darkness 2nd Ed** Venture into those forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. **\$28.95**

**Book of Nod** Pocket sized book that contains the records of the birth of the undead, with invaluable insight into vampire origins. **\$14.95**

**Chicago Chronicles Vol 1** A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. **\$34.95**

**Chicago Chronicles Vol 2** Two classic vampire sourcebooks, Chicago By Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, none from werewolves or each other. **\$31.95**

**Chicago Chronicles Vol 3** A compilation of Milwaukee By Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. **\$31.95**

**Cities of Darkness** City life crushes our spirit. Traffic, Crime, Corruption, Inhumanity. Rumors and legends abound as we struggle to cope with each other and save what's left of our identities before we become the monsters that stalk the urban sprawl. But for some its too late. Combines D.C. By Night and New Orleans by Night. What goes on in the nation's capital and America's party town after night, when the undead come out? It's all one big celebration. **\$32.00**

**Cities of Darkness # 2** Includes Berlin by Night and Los Angeles by Night, two cities united in their fight for freedom. Berlin from internal domination, and L.A. from under vampire rule. **\$14.95**

**Cities of Darkness # 3** An account of Kindred control, corruption and conspiracies across America. This book combines the previously out of print *Dark Colony* and *Alien Hunger*. **\$25.50**

**Clan Book: Assamite** Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. So hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. **\$15.95**

**Clan Book: Brujah** History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. **\$15.95**

**Clan Book: Gangrel** How they Gangrel run with the werewolves and the powers they gain, 10 sample characters, history, etc. **\$15.95**

**Clanbook: Giovanni** The last Clanbook is the Giovanni, who are final in many ways. Steeped in blood and treachery, this sinister clan of necromancers worms its way through the jaded while feigning non-involvement. With its connections to the Mafia, Discover the bloody legacy of these insular undead, and their even deadlier future. **\$16.00**

**Clan Book: Lasombra** From their webs of shadows the Lasombra guide the destiny of the dread Sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kind and kindred. **\$19.95**

**Clan Book: Malkavian** An extremely warped Clan, whose members are all insane (as is this book). The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. **\$15.95**

**Clan Book: Nosferatu** Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. **\$15.95**

**Clan Book: Ravnos** Gypsies, vagabonds, charlatans, the cunning vampires of Clan Ravnos roam the night as they indulge in the most dangerous of games - lying to the liars, tricking the tricksters, receiving curses. **\$16.00**

**Clan Book: Setites** Called corrupt by even the most crooked Venture, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. **\$15.95**

**Clan Book: Toreador** A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. **\$15.95**

**Clan Toreador XL T-Shirt** **\$29.00**

**Clan Book: Tremere** 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. **\$15.95**

**Clan Book: Tzimisce** Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. This book is strictly Adults Only. You cannot order it unless over 18 years. **\$15.95**

**Clan Book: Ventrue** The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. **\$15.95**

**Dark Destiny** A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. **\$31.95**

**Dark Destiny III: Children of Dracula** A hardback novel with a collection of two short stories ranging from Dracula, his offspring to the power of the Camarilla and the Sabbat, and the fear brought on by the Antediluvians. **Due March. \$35.00**

**Diablerie** A combination of the two out of print titles *Awakening* and *Bloody Hearts*. Finally, characters have the chance to taste the blood of the Methuselahs, and gain immeasurable power! But at what price? There are worse things than Final Death. **\$19.00**

**Dirty Secrets of the Black Hand** Synonymous with terror and destruction, the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. **\$27.95**

**Elysium: The Elder Way** The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. **\$23.95**

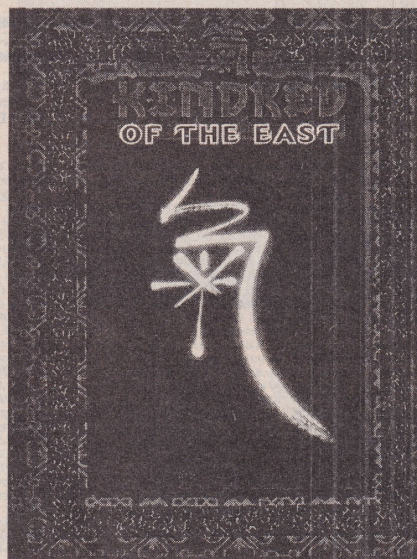
**Ghouls: Fatal Addiction** By day they walk among mortals as



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invincible; by night they crawl among Kindred as fodder and slaves. They are ghouls, suspended between the lure of eternity and gates of damnation. **\$24.00**

**Kindred of the East** A hardback sourcebook with 222 pages. For centuries the exotic realm of Asia has defied the Kindred's incursions. Those few Children of Caine dwelling in Asia whisper of the monstrous Cathayans, the shadowy vampires native to the East. For too long the Cathayans have lain sleeping like dragons, allowing the Kindred a facade of omnipotence. But now the new age is at hand. This sourcebook details these eastern deadly vampires, new character creation rules, new powers, the Eastern spirit world, and cultural information. **\$40.00**



**Laws of the Night** For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. **\$17.95**

**Liber des Goules** The Book of Ghouls For Mind's Eye Theatre. Better than humans, better than vampires. Take the best of both worlds. If you're a ghoul, you get all the perks of being a vampire - incredible powers, a look at what's really going on and best of all, immortality - without giving up going to the beach to get a tan. **\$17.50**

**Montreal By Night** For 18 years and over only. Welcome to Montreal, unhallowed shrine of our most glorious Sabbat. We're so glad you came. Walk our catacombs in search of blasphemous knowledge. Enjoy all manner of titillating diversions with our deliciously putrescent Toy. And forget that language barrier nonsense; we'd be delighted to hear you scream for mercy in English or French. **\$24.00**

**Mummy 2nd Ed** From the ancient sands of Egypt they return again and again, fighting an eons-old war. Discover the blessing and curse of Rebirth and aid the undying mummies in their eternal struggle against the children of Caine. **\$28.95**

**New Orleans By Night** Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. **\$17.00**

**Player's Guide 2nd Ed** Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) **\$34.95**

**Player's Guide to the Sabbat** History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) **\$23.95**

**Prince's Primer** A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince", conclave reports, etc. **\$17.95**

**Storyteller's Handbook 2nd Ed** Includes chapters on perfecting the Storytelling art, how to handle settings, & Chronicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) **\$28.95**

**Storytellers Handbook to the Sabbat** Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) **\$23.95**

**Storyteller's Screen** + 16 page story-adventure. **\$17.95**

**The Inquisition** While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any vampire. **\$18.95**

**The Kindreds Most Wanted** Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. **\$23.95**

**The Giovanni Chronicles II: Blood & Fire** Continues the story two centuries later, in Rome. The Giovanni clan, its members foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. **\$24.00**

**The Giovanni Chronicles III: The Sun Has Set** A lot changes between the Anarch Revolt and the Victorian Era, but the Giovanni are still scum. Join the hunt for the lost lore of Cain. **\$28.95**

**The Masquerade 2nd Ed** Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & lots of ideas for storytelling. **\$24.00**

**The Masquerade Book of Props** This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. **\$23.95**

**The Masquerade: The Elder's Revenge** "The Prince: America in Three Acts." One task, the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. **\$17.95**

**The World of Darkness: Demon Hunter X** Describes the witch-hunters of the Far East. Their mastery of Chi and weaponry should be more than up to the task. **\$24.00**

**The World of Darkness: Gypsies** The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernatural. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out. **\$23.95**

**The World of Darkness: Hong Kong Hong Kong, exotic,**

vibrant, and deadly. The mortal power structure isn't the only thing changed about this city. Under the cover of Chinese occupation, a myriad of supernatural powers vie for dominance. **April. \$29.00**

## VAMPIRE NOVELS

**3. On A Darkling Plane** When an unknown enemy assails his people, Sinclair rouses himself to command the defence, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilisation. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? **\$9.50**

**4. As One Dead** In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? **\$9.50**

**5. A Dozen Black Roses** Deadown is both a battleground and buffet table between two gluttonous vampires. But into this carnage walks Sonja Blue, a vampire hunter with a deadly secret, intent on destroying these fiends and cleansing the city. Hardcover novel. **\$30.00**

**6. The Essential World of Darkness** Contains five novels, including *Vampire Diary*, *The Embrace*, *Shaman Moon*, *Lightning Under Glass*, *Except You go Through Shadow*, etc. **\$25.00**

## The Masquerade of the Red Death Trilogy

**1. Blood War** For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the Kindred tremble. **\$9.50**

**2. Unholy Allies** Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. **\$9.50**

**3. The Unbeholden** Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organisations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. **\$9.50**

## Vampire: The Dark Ages

**HORROR** White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

**VAMPIRE: THE DARK AGES** RPG A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience & casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun & the torch, the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. **\$44.95**

**Book of Storytellers** Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. **\$24.00**

**Clanbook: Cappadocians** At long last, the secrets of the Cappadocians are revealed. Ultimately, they were wiped out by the Giovanni and are virtually unknown to the modern world. What's the truth of the Clan of Death, known only to the inhabitants of Dark Medieval world? **\$19.00**

**Clash of Wills** The Earl of Galtre lies on his deathbed and his lands hang in the balance. Fearing for his soul, he wills his land to the Church in exchange for absolution - or does he? Suddenly his son produces a will that makes his sole heir, and soon the player characters are involved in a dark journey of mystery. **\$13.00**

**Constantine By Night** Come to the city of Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torch lit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. **\$23.95**

**Libellus Sanguinis** Masters of the State. Includes vital information on the three clans of nobility, the Lasombra, Tzimisce and Ventrue; expanded discipline powers, new abilities and details on clan activities in medieval Europe, hints of secrets. **\$24.00**

**Liege, Lord and Lackey** Who would serve Cainites, the dread lords of the Long Night? The guide to introducing the members of a vampire's retinue into a chronicle. Info on mortals and ghouls, whom vampires need to survive in the Dark Medieval world, and rules for non-Cainite characters - you can play *Vampire* without being a vampire. **\$24.00**

**The Long Night** The Mind's Eye Theatre rules for Vampire: The Dark Ages includes everything needed to play in a chronicle set in the Dark Medieval world. **\$17.50**

**Three Pillars** Lords and ladies, abbots and nuns, serfs and guildsmen - the foundation of Dark Medieval society rests upon feudal obligation. How do Cainites reconcile this temporal hierarchy with their own society of the Long Night? **\$29.00**

**Transylvania By Night** A sourcebook depicting the vampire country of Eastern Europe as it was during the Middle Ages. The denizens have known the tread of the Hun, the Roman, the Magyar, yet they stand defiant. A dangerous place. **\$29.00**

**Transylvania Chronicles I: Dark Tides Rising** To whom should a coterie lend its support: the monstrous Tzimisce, the murderous Tremere or the expansionist Ventrue? Or should the Cainites stake their own claim in Transylvania? **March. \$24.00**

**Vampire: The Dark Ages Companion** Welcome to the Long Night. Come and learn the secrets of an ancient race that comes alive after the last rays of the sun have fled the sky and that hides in the darkness or at the foot of the children's beds. Run with the Children of Caine through the moonless nights of Dark Medieval Europe. This compendium provides a plethora of new material for players and storytellers. New bloodlines, a bizarre yet fitting tribute to vampire inquisition's fires, details on Moors, Mongols, and pagans, etc. **\$32.00**

**Vampire: Dark Ages Storytellers Screen** Four panel screen plus book of character record sheets. **\$17.95**

## VAMPIRE: DARK AGES NOVELS

**1. Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. **\$20.00**

**2. To Sit Through Bitter Ashes** Obsessed with acquiring the Holy Grail for the Lasombra clan, the vampire Montrovant sets out on a quest that pits him against the Knights Templar & the lair of an ancient Egyptian evil. **\$9.50**

## Warhammer Fantasy

**FANTASY** Traditional fantasy setting - in fact, Games

Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing.

**WARHAMMER FANTASY ROLE PLAY** This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilised and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic. **\$45.00**

**Apocrypha** Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. **\$24.00**

**Death on the Reik** The sequel to *Shadows Over Bogenhafen*. Can he played as a stand alone adventure or as part of the Enemy Within Campaign. A seemingly simple man-hunt turns out to be far more complex and dangerous, and adventurers will be pitted against mutants, Skaven and desperate cultists, and eventually Chaos. **\$27.00**

**Dying of the Light** All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. **\$24.00**

**Doomstones Vol I: Fire & Blood** A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artefact, the Crystals of Power. Mystery & adventure. **\$35.00**

**Doomstones Vol II: Wars & Death** Reprints *Death Rock* and *Dwarf Wars*, and contains new material. Can be played as a sequel to *Fire & Blood*, or as a stand alone adventure. The player characters must follow a line of clues to track down four crystals with a terrible, dark secret, that have been cleverly hidden in a dwarfven mountain. Mixes investigation, exploration and combat. **\$37.00**

**GM's Screen & Reference Pack** Four panel GM Screen and two 16 page booklets, one being a revised critical hit system, which will not be reprinted anywhere else; the other is a full index for the rulebook, a calendar for the game world, etc. **\$24.00**

**Shadows Over Bogenhafen** The enemies within the Empire. This book is a compilation of two old titles, *The Enemy Within* and *Shadows Over Bogenhafen*. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. **\$24.00**

## Wasteworld

**SCI-FI** Set in Earth's dark post-holocaust future. By Manticore.

**WASTEWORLD** RPG With B&W and color artwork in the league of *Heartbreaker*. In the dark future of a dying earth five warrior civilisations prepare for the final conflict. In each mighty megacity, technology is an ideology that shapes the destiny of billions. The enigmatic Machine Gods of Prometheus grant their followers the gift of bionics. The ever-reincarnating samurai defend their Shogun with swords of light. The Lords of Hydras sculpt their followers into super human soldiers, using the terrifying power of biotechnology. The decadent nobles of Ikarus descend from their flying city in razor-winged battlesuits to prey on the lands below. The exiled aliens of Janus defend the world's last starport. A very, very dangerous world awaits you. 288 pages. **\$40.00**

**Forceshield** Your typical card GM screen plus a campaign pack which includes complete details of the nasty little town of Toxic Springs, a series of adventures, detailed encounter tables, optional combat rules, advanced psionic rules. **\$20.00**

**Hydra** The gencans reshape entire nations using the sinister secrets of biotechnology. They grant their followers superhuman powers. Complete details of 12 gencans, complete section on biotechnology, *The deadly Swarm* and its warrior castes. **\$34.00**

**The Shogunate** The mightiest of the megacities. It is also on the verge of anarchy. Six brutal overlords prepare to lead their clans into civil war. The prize is the title of Shogun. Thousands of immortal samurai and deadly ninjas prepare to battle using super weapons of great power. Includes a complete martial arts system, details Psyche temples, etc. **\$24.00**

## Werewolf

**HORROR** Second in White Wolf's gothic-punk series. Here the players are werewolves, lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. By White Wolf.

**WEREWOLF 2nd Edition** Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details of the incalculable power of the Wyrm, and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. **\$40.00**

**Axis Mundi: Book of Spirits** Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. **\$28.95**

**Bastet** A Changing Breed book. Now the secrets of the elusive werewolves are revealed. This players guide presents expanded rules for running the Bastet as player characters. It also tells their history as they remember it. The Bastet aren't simply man-sized kittens with an attitude problem. They're supernatural creatures with a passion for riddles, a nose for trouble, and a hunger for life. **\$29.00**

**Book of the Wyrm** Details information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. **\$23.95**

**Chronicle of the Black Labyrinth** A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the *Book of Nod*. Terrifying Wyrm creatures are revealed here. **\$17.95**

**Combat** When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an *World of Darkness* RPG, not just *Werewolf*. **\$23.95**

**Corax** Tribebook If you want the dirt, they have it. If you want to know a nasty little secret about your enemy, ask the Corax. This Changing Breed book details the society of wereravens. **Feb. \$23.95**

**Freak Legion** Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. **\$23.95**

**Kinfolk: Unsung Heroes** Now players can explore what it is to



be Kinfolk, the long-suffering mortal relatives of the Garou. Explore the drama of being a human fighting a werewolf's fight. Also has guidelines for creating kinfolk vampires, wraiths, mages, etc. \$24.00

**Laws of the Wild** Why should dead people get all the attention when it comes to live action? The Garou have a little problem with that notion. This is second edition live roleplay Werewolf. Leave your pencils and dice behind because its time to get Wild with the last, best hope this planet has: the Garou. 248 pages. \$24.00

**Litany of the Tribes Vol 1** A compilation of three Tribe books: Black Furies (their history & culture, 5 ready to play characters), Bone Gnawers (A bunch of down and outers, this tribe lives on the street in downtown), Kicked around, abused, rejected, outlaws. But they stand up for the hobos and desolates who live on the streets), & Children of Gaia (who believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail), and new material: secret info about these three tribes in the modern and wildwest worlds. \$32.00

**Litany of the Tribes Vol 2** Combines several out of print books: Fianna, Get of Fenris, and Glass Walkers Tribebook. For Werewolf and Werewolf Wild West. Due June. \$32.00

**Midnight Circus** A World of Darkness sourcebook. Come and visit Anastasio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... \$24.00

**Nuwisha** Another Changing Breed book. Spotlights the werewolves, the tricksters par excellence of the World of Darkness. Learn their ancient tales, and the secrets they know about the approaching apocalypse. \$19.00

**Outcasts: Players Guide to Pariahs** Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, Garou Ronin, and the Meretricious. \$23.95

**Project Twilight** The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? \$18.95

**Rage Across Appalachia** Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. \$28.95

**Rage Across the World** Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, *Caerns: Places of Power*, and *Rage Across Russia*. \$31.95

**Rage Across the World Vol 2** The War of the Apocalypse rages across the globe as the Wyrm seeks to destroy Gaia. This book includes *Rage Across Australia* and *Dark Alliance: Vancouver*. \$31.95

**Red Talons Tribebook** We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unfraid to be animals. But the Red Talons are dying. We are so few now. \$15.95

**Shadow Lords Tribebook** A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. \$15.95

**Silent Striders Tribebook** How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. \$15.95

**Silver Fangs Tribebook** They are the heroes of Garou legend: the kings, the tsars, the champions. Once noble, they have now fallen into madness and arrogance, but with the coming of a new king, they have lived. \$16.00

**Stargazers Tribebook** For millennia, they have pursued the Truth. Now they are in the final stages of their tribal journey, and the Answer may be within reach. \$16.00

**Uktena Tribebook** The secretive Uktena have long been the keepers of the Garou's greatest mystic lore, but the knowledge they've earned demands a dark price. May. \$16.95

**Warriors of the Apocalypse** Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on the Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. \$23.95

**Werewolf Chronicles Volume 1** Preserves the earlier, now out of print classic Werewolf sourcebooks, *Rite of Passage* and *Valkenburg Foundation*. \$24.00

**Werewolf Chronicles Volume 2** Gets back to the roots of Werewolf with two out of print classics, *Ways of the Wolf* and *Monkeywrench! Pentex* - a book on the lupus Garou and the wordly embodiment of their enemy, the Wyrm's Pentex. \$24.00

**Werewolf Dice** Includes 9 high-quality 10 sided dice, one Moon dice, and a dice tube. \$12.00

**Werewolf GM Screen 2nd Edition** The GM foldout screen & pad of tables, with adventures to help storytellers get started. \$15.95

**Werewolf Players Guide 2nd Ed** Packed with information on the Garou, their packs, moats, caerns and duels. Also detailed are the other shapeshifters from the merciless weresharks to the sagacious werewats. Hardcover. Due April. \$24.00

**Werewolf Storytellers Handbook** With advice, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on Garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. \$28.95

**Who's Who Among Werewolves: Garou Saga A** 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. \$17.95

## WEREWOLF NOVELS

### 2. The Silver Crown

The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him. \$9.50

### 3. Call to Battle

This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... \$9.50

## Werewolf: The Wild West

**HORROR** Like Vampire spawned a historical version, *Vampire Dark Ages*, now Werewolf has gone back to its past. By White Wolf.

**WEREWOLF: THE WILD WEST RPG** A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wyld was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Banes, the ancient far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book. \$45.00

**Ghost Towns** Ghosts don't inhabit only desolate and deserted towns in the Savage West, they're everywhere! How to create haunted locales, plus five complete ghost towns. April. \$24.00

**Werewolf: The Wild West Storyteller Screen** Durable screen plus secret Storyteller-only stuff printed here so as to stay out of players hands, extra gifts, fetishes, etc. \$25.00

## Wair-Rae

**FANTASY** By the authors of the Australian Realms magazine, this is a generic RPG supplement.

**WAIR-RAE** This is not a complete RPG. It is a sourcebook for using with other RPG systems. This is the first Unac sourcebook and tells the story of the elves of Wair-Rae who are driven by the ambition of mad High King Caemarou to achieve the prophecy of the Ansilae, a ten-thousand year old divine promise that the elves will inherit this world and ascend to paradise - over the dead bodies of millions of all the other races. Reveals the secrets of these elves, their history, their dominions, their faith, magic & future. \$15.00

## The Whispering Vault

**THE WHISPERING VAULT RPG** A complete roleplaying game where beyond the realm of flesh is an unseen realm of essence where the dreaming spirits dwell. Slipping across the Rift between the Realms the unborn indulge in their bloody passions in the world of men. The most resolute of those who oppose these renegades are chosen to serve a higher purpose as Stalkers - immortal guardians of the flesh. You play one of these Stalkers, supernatural entities with strange powers who pursue their otherworldly prey across time and space to the darkest corners of mankind's history. With simple game mechanics. \$31.95

**The Whispering Vault GM's Screen** The standard 3-panel GM Screen. \$11.95

**Dangerous Prey** Know your enemy. Easier said than done when the foe is an inhuman entity possessed of powers and motivations no mortal could hope to comprehend. Only by transcending the flesh can the chosen earn the eternity necessary to taste the madness of the Unbidden. Explore the Lair of the Architects, Weave Husks over otherworldly Minions, and do battle with 32 new Shadows. \$23.95

**The Book of Hunts** Contains six complete adventures, and also introduces the Crossroads to the Realm of Essence for the first time, a taste of what's to come in the world of Vault. One adventure includes man on the verge of discovering the secrets of the black hole - but some doors are best kept locked. \$24.00

## Wraith

**HORROR** White Wolf's next instalment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. By White Wolf.

**WRAITH RPG 2nd Ed** A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside your head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. \$45.00

**Artificers Guildbook** Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. \$18.95

**Charnel Houses of Europe: The Shoah** It makes me shiver to the bone to recall what I saw of the Restless during the Second World War. There began to appear in the Shadowlands scores upon scores of wraiths, from the outer realms of Poland and Russia - whole families. They breached the Shroud naked, heads shaved, scarred and cut. And there was an abhorrence in the air when they came, a stink of burning. For over 18 year olds only. \$24.00

**Dark Kingdom of Jade** The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skintlands, and horrors unknown in the sheltered halls of Stygia await unwary travellers. \$23.95

**Dark Kingdom of Jade Adventures** Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is on for the ultimate weapon in the war of the dead. \$23.95

**Guildbook: Haunters** Even among the Restless Dead, there are some who are regarded as just a little...off. They make walls drip blood, time double back on itself, and the living die of fear. Contains the mysterious link between the Haunters & the Wyld, Haunter recruiting practices - & no, they're not pretty; & new ways to torment the living. \$19.00

**Guildbook: Masquers** Why are the Masquers feared and misunderstood? Because they can change their faces in an instant, mold fearsome weapons from the plasm of their bodies, transfigure other wraiths into tapestries...and yet, they all seem so nice. \$18.95

**Guildbook: Puppeteers & Pardoners** Learn why the masters of possession, the Puppeteers, are intent on sending hordes of Risen across the Shroud. Find out why the Pardoners are hiding in their basement, and why they play by the rules. \$29.00

**Guildbook: Sandmen** The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. \$18.95

**Guildbook: Spooks & Oracles** Spooks like to break things, oracles like violating the laws of the dead, but the oracles don't. Spooks throw things around the real world, oracles are more refined. So why is everyone scared of oracles, and not scared of spooks? Due March. \$24.00

**Haunts** A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierarchy, Heretic, and Renegade Haunts, & rules to create new Haunts. \$24.00

**Hierarchy** The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. \$19.00

**Love Beyond Death** Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existence, the promise of love is one of the only beacons of hope in the face of Oblivion. \$16.00

**Mediums** A guide to mediums, those who speak with the dead. Includes rules on tips on these mortal characters. \$24.00

**Midnight Express** An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any

destination in the Shadowlands. \$18.95

**Necropolis: Atlanta** Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlanta in the Shadowlands, info on the Kindred for Vampire. \$23.95

**Oblivion** For Mind's Eye Theatre. Death used to be the end. Not anymore. Now Oblivion lets you take Mind's Eye Theatre across the shroud into the lands of the Restless Dead. With rules for wraiths, mortals and Risen, rules for interactions with mortals, vampires and Garou. \$28.95

**Shadow Players Guide** Every wraith has his own personal whisper in darkness, telling him that it's a very good thing to be bad. They call this voice the Shadow, and every wraith must strive to resist its efforts to drag him down to Oblivion. This Shadow will urge the wraith to untold acts of depravity and evil until he is lost forever in the void. \$29.00

**The Book of Legions** From the soulforged monstrosities of the Machine Corps to the Beggar Lord's terrifying secret, from the Grim Legion's hidden war on the rest of Stygia to the origin of the power of the Unlidded Eye, it's all in here. \$29.00

**The Face of Death** A large folioscopic book full of morbid black and white art for the new Wraith game. \$20.95

**The Quick & the Dead** When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. \$18.95

**The Risen** Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with them. \$18.95

**The Sea of Shadow: Storytellers Guide to the Tempest** The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. \$18.95

**Wraith Character Kit** Includes a player's screen, character sheet, death certificate, & other insert items. \$17.95

**Wraith Dice** Includes 10 high-quality 10 sided dice, and a dice tube. \$12.00

**Wraith Players Guide** An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. \$28.95

**Wraith Storyteller Screen 2nd Ed** GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. \$18.95

## WRAITH NOVELS

1. **Caravan of Shadows** While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. \$9.50

2. **Beyond the Shroud** Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... \$24.95

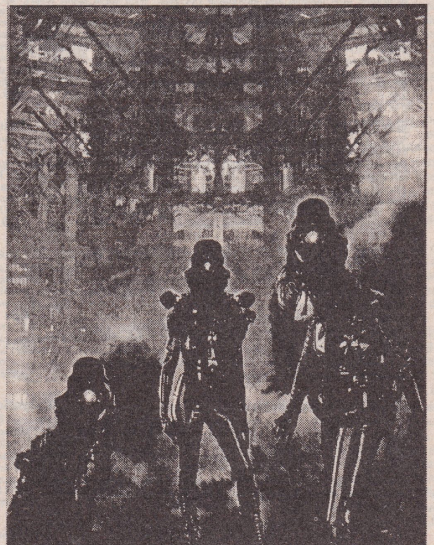
3. **Death & Damnation** An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. \$7.95

## Dark Kingdoms Trilogy

1. **The Ebon Mask** Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. \$9.50

## Zero

**ZERO RPG** These days it is rare to find a game with an original concept - but at last, this game has one. Even though a human, all your life you and your brothers and sisters have lived as part of the Hive. Always, you are in complete harmony with those around you, linked telepathically in a warm fellowship of minds, nurtured by the powerful mental presence of Zero, your queen. Then suddenly one day, your contact with the hive consciousness is broken, and you feel alone, an outsider. Your brothers and sisters suddenly ignore you, and then have cybernetic-soldiers are sent to kill you. Why? What happened to your contented life? Confused, you flee the hive, looking for other outsiders to join. Now you are a "rebel without a clue" so what on Earth will you do? Can you go up against Zero and survive? Can you rejoin the hive? Why were you rejected? Also features heaps of stunning full color computer-graphic generated artwork. \$40.00





## COMPUTER GAMES

## Cool Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Pre World War II

## ADVANCED CIVILIZATION

AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! **IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.** **IBM - \$90.00**

## ADMIRAL: SEA BATTLES

Mainstream

A time when pirates and rogues seized control of land ships. You will lead campaigns to rid the seas of these vermin and reclaim lost lands. Find out if these pirates are acting alone or under the direction of a rival country. Build forts for protection, and arm your ships to defend your homes against these marauding ships of the enemy. With 11 different sailing vessels from galleys to triple-decked battleships. Eighteen missions in three campaigns. Watch boarding actions, ship to ship combat, fort battles, etc. **IBM Requires: 256CD-ROM, 486/66, hard disk, 8mbRAM, SVGA, Win 95.** **\$80.00**

## AGE OF EMPIRES

Microsoft

A Red-Art style game with a difference - this one is set in the historical ancient world! Command one of 7 battles from the British, Celtic, Indian, Persian, Egyptian, Greeks, Persians, Assyrians, Hittites, Japanese or Babylonians. Each civilization has unique attributes based upon its history. Gamers choose from numerous technological paths to help lead their civilizations to greatness. From an economic path of farming and craftsmanship to a military route of archery and naval warfare - the technology tree is larger than one player could complete in one game. Can have random maps, has a built in scenario editor, play in real time, you can build infantry, warships, chariots, war elephants, archers, etc. Pass from the Stone Age to the Tool Age, Bronze Age and Iron Age. There are a range of single player and multiplayer missions. Darn, war elephants! **IBM Requires: 256CD-ROM, Pentium 90, hard disk, 16mbRAM, SVGA.** **\$80.00**

## AGE OF RIFLES 1846-1905

SSI

This is SSI's Wargame Construction Set III. This is a stunning looking game set in a time when the rifle dominates the battlefield. Puts you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 28 nationalities. Gunshot, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via e-mail. Includes 8 campaigns and a staggering 62 scenarios, including US Civil War, Franco-Prussian War, Mexican-American War, 86/66, Japanese War, Soldier Queen. **IBM Requires: CD-ROM, 486/66, hard disk, 8mbRAM.** **\$50.00**

**AGE OF RIFLES CAMPAIGN DISK** Three campaigns and 30 scenarios for *Age of Rifles*. Includes the greatest sailing ships in history, including the Wars of Italian Unification; and General Hood's Army of Tennessee goes on the offensive to divert the Union from invading Georgia in 1864. **\$40.00**

## AGE OF SAIL 1775-1820

TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. You can play head to head via modem or versus the computer. **IBM Requires: 486/66, 8mbRAM, Windows 3.1+, SVGA.** **\$90.00**

## AIDE DE CAMP

HPS

At last! We have been asked hundreds of times to get in this wargame design kit. Any and all hex-based wargames can be entered and played on your personal computer using this wargame design program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, die game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. **IBM Requires: VGA, 3.5" FDD, hard disk, 286+.** **\$99.00**

## BATTLEGROUND: ANTIETAM

Talon

September 17, 1862, Sharpsburg, MD. A spectacularly rendered 3-D panoramic battlefield highlights this struggle, the bloodiest single day American history. Provides many historical and "what if" scenarios detailing the momentous struggle along the banks of Antietam Creek. Lavish attention to detail, gorgeous 3-D graphics and full color re-enactment videos blend into an exciting extravaganza of true multimedia entertainment. Command some or all of your army. Also includes the Battle of South Mountain. **IBM Requires: 486/33, Win 3.1+, CD-ROM, 8mbRAM, hard disk.** **\$90.00**

## BATTLEGROUND: Napoleon in Russia: Borodino Talon

The sixth *Battleground* title. After a series of impressive battles and steady retreating in front of the advancing French, the Russian Tsar Alexander was, poised on the outskirts of Moscow, used and lured Napoleon for one final, desperate battle. History comes alive as Marshall Kutuzov's Russian infantry doggedly defends the road to Moscow from onslaught after onslaught of Napoleon's massive Grande Armee! Cowards abound, amidst this invasion, the struggle. Can you as the French take the Great Rebuke from the Russians early enough to take advantage of it? Can you as the Russians hold your line intact long enough for the day to end in a stalemate? **IBM Requires: Win 3.1+, 486+, 256CD-ROM, hard disk, 8mbRAM.** **\$90.00**

## BATTLEGROUND: BULL RUN

TalonSoft

The seventh *Battleground* game. Includes two complete battles, First Battle of Bull Run in July 21<sup>st</sup> 1861, which found J.E. Johnston's outnumbered Rebels fighting as a desperate delaying action versus the powerful Union Army of Irvin McDowell. It was in this battle that General Thomas J. Jackson earned his "Stonewall" nickname. And the Second Battle of Bull Run in August 28-30, 1862. During the following summer, Robert E. Lee lured John Pope's Union army into a deadly trap on the already blood-stained fields of Manassas. **IBM Requires: 486/33+, Win 3.1+, hard disk, 256CD-ROM, 8mbRAM.** **\$90.00**

## BATTLEGROUND: GETTYSBURG

TalonSoft

This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. **IBM Requires: Windows 3.1+, 486/33+.**

CDROM, 4mbRAM, SVGA, hard disk.

\$90.00

## BATTLEGROUND: SHILOH

Talon Soft

The fourth game in this magnificent series of "Battleview" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6<sup>th</sup> and 7<sup>th</sup> 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surprise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to control. **IBM Requires: Windows 3.1+, 486/33+, CD-ROM, 4mbRAM, SVGA, hard disk.** **\$80.00**

## BATTLEGROUND: Prelude to Waterloo

Talon

*Battleground 8*. Delivers both battles of Ligny and Quatre-Bras in the days preceding the epic struggle at Waterloo. Can you lead Napoleon's French forces to victory at Ligny and Quatre-Bras effectively splitting the Anglo-Allied Armies to continue the conquest of his empire, or help the British and Prussian armies defeat L'Empereur and prevent his advance to Waterloo effectively ending his tyranny of Europe. Features several "What If" scenarios, variable command control where the computer can command some of your units. And, you can import your results into *BattleGround Waterloo!* **IBM Requires: Win 3.1+, 486/33+, 8mbRAM, hard disk, SVGA, 256CD-ROM.** **\$90.00**

## BATTLEGROUND: WATERLOO

TalonSoft

This is the most stunning and magnificent presentation of the Battle of Waterloo 1815. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Wellington and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. **IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.** **\$90.00**

## BUCCANEER

SSI

A 3D adventure game set in the 17<sup>th</sup> century Caribbean. Buccaneer offers high seas combat and elements of resource management. Choose a "cut to the chase" combat-only option, fight ship-to-ship, or watch as your crew boards enemy vessels to take them over. Immerse yourself in the wide-open world of the buccaners by choosing the campaign option. To survive you'll have to obtain bigger and better ships, keeping crewhappy and loyal. Complete individual missions, fight and negotiate your way through 21 territories in the Caribbean. Capture enemy ships, plunder ports and towns. Network up to four players. **IBM Requires: Pentium 120, 16mbRAM, SVGA, hard disk, 486CD-ROM.** **IBM - \$50.00**

## Castles II Siege &amp; Conquest

Interplay

A complete medieval experience. Immerse yourself in all of the glory and honor of leading your chosen army struggling for the freedom of the world. Forge diplomatic alliances with neighboring power hungry barons while you use your administrative skills to build and empire of trade and wealth. And failing diplomacy you have well trained armies and mighty castles. Has over 40 intricate subplots to test your kingly sagacity. Looks great! **IBM Requires: 386SX/33, 486/66, hard disk, CD-ROM.** **\$30.00**

## CIVILIZATION

Microprose

Still a great game - I was even playing it yesterday. This is the classic game of leading your chosen army struggling for the freedom of the world. Forge diplomatic alliances with neighboring power hungry barons while you use your administrative skills to build and empire of trade and wealth. And failing diplomacy you have well trained armies and mighty castles. Has over 40 intricate subplots to test your kingly sagacity. Looks great! **IBM Requires: 386SX/33, 486/66, hard disk, CD-ROM.** **\$30.00**

## CIVILIZATION II

MIC

This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color, there are heaps of new troop types and weapons, such as elephants, archers, stealth fighters and bombers. AEGIS, a new feature, is more technologically to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or start a new one in WW2. **IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.** **MAC - \$90.00**

## CIVIL WAR 2

Sierra

Fight in Eastern and Western battle theatres as Union or Confederate. New unit types include mortars, engineers, headquarters, horse artillery, heavy artillery, gunboats and frigates, new terrain includes forts, swamps, etc. Command, coordinate, and control your troops in an overhead view or zoom in for close-up detail, a power terrain editor, over 40 battle scenarios, any campaign can be played from either side. **IBM Requires: 486/66, 16mbRAM, SVGA, CD-ROM.**

## COLONIZATION

MIC

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industries - all the while trying to hold back the possibility of revolt. With great graphics in the style of *Civilization*. **IBM Requires: hard disk, VGA mouse, VGA, CD-ROM.** **IBM - \$25.00**

## CONQUEST OF THE NEW WORLD Deluxe

CIN

This deluxe edition of the colonization and conquest of the Americas has all new customized playing features. Lured by the untold riches and power in the new world, you must wrest for control against other European powers, including England, France, Holland, Portugal, or Spain. Also go up against the natives. Build colonies, explore unknown lands, find new resources. Fought pitched battles. Up to 6 can play over a network, stunning SVGA animations, expanded diplomacy, a custom game editor, extraordinary new natural wonders and riches, and advanced game scenarios. **IBM Requires: Pentium, 16mbRAM, SVGA, CD-ROM, Hard disk.** **\$50.00**

## CUSTERS LAST COMMAND

HPS

An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux-Cheyenne Set at platoon level, with various units such as "Guns", 2nd Cavalry and 7th Cavalry, reinforcements, variable Indian village sizes, Indian readiness, etc. **IBM Requires: VGA, 3.5" FDD, hard disk, 386.** **\$50.00**

## FIELDS OF GLORY

MicroProse

An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both timbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You can control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. **IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 4mb RAM.** **IBM - \$26.00**

## FLYING CORPS Gold

Empire

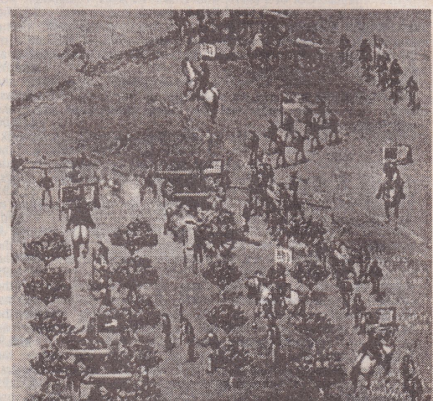
Find out how it feels to fly and fight with the thrilling forerunners to modern fighter planes and experience the gritty realism of airborne conflict in WWI. Forget the luxury and expense of the WWI aerial combat simulators and the limited to the trade limited to a machine gun, nerves of steel, sharp wits and reflexes, and chance. This WWI flight game features meticulous modeling, historical

accuracy, breath-taking landscapes, authentic aircraft handling. Fly the Sopwith Camel, Nieuport Scout, Albatross DIII, Albatross DIII, and Fokker D8I Triplane. Believable computer controlled pilots with AI that learns and improves. You can customize the paint schemes on your squadron's aircraft; includes a Windows 95 mission editor so that you can create your own missions along the Western Front. Can also be played multiplayer. **IBM Requires: Pentium 133, 16mbRAM.** **\$85.00**

## SID MEIER'S GETTYSBURG

Interplay

A beautiful 3D game of the battle of Gettysburg that shows why Sid Meier is perhaps the best strategy computer game designer. The appeal of the game even beats the *Battleground* series, in my opinion, with stunning battlefields with rocks, trees and fences. Uses a brilliant and simple drag or click interface to give orders to your units, such as skirmish, maneuver, travel along road, wheel, advance, battle, etc. The game is real-time, but nothing like *Command & Conquer*. The morale and command system works like a dream. Famous units fight like wildcats, like runs of the mill units can shatter like glass when mismanaged. To win you'll need to develop historical tactics, executed correctly. Four scenarios plus the campaign. Looks fantastic! **IBM Requires: Win 95, Pentium 90, 16mbRAM, SVGA, 256CD-ROM, hard disk.** **\$90.00**



## GREAT BATTLES OF ALEXANDER

Inter

At last - a computer strategy game set in the ancient world! GMT's famous boardgame is now a computer game. Take command of the legendary armies of Macedonia, Conquer the rebellious Greeks, crush the defiant Persians, capture the crowns of kings and pharaohs to earn the most exalted title of all: Alexander the Great. Or, you can take the role of Darius, Mennon, Clitus, etc. There are ten different battles, which also link as a campaign. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Win 95, 486/100, 16mbRAM, SVGA card, 256CD-ROM, hard disk.** **\$80.00**

## GREAT BATTLES OF HANNIBAL

Inter

GMT's famous boardgame system is now a computer game that recreates the wars between Carthage and Rome. Covers all of Hannibal's major campaigns and battles, from Spain to the gates of Rome. There are eleven different battles, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Win 95, Pentium 90, 16mbRAM, SVGA card, 256CD-ROM, hard disk.** **\$80.00**

## HISTORY OF THE WORLD

AH

Avalon Hill's best selling boardgame of strategy and world conquest now available on computer. It took the Pharaohs a lifetime to build the pyramids. Entire dynasties rose and fell before the Great Wall of China was completed, yet each of the major powers, random maps and scenarios, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: 486/33, 256CD-ROM, 8mbRAM, SVGA.** **\$90.00**

## IMPERIALISM

FrogCity

Build a nation - conquer the world! Starting in the early 1800s. Combining elements of resource management, economic trade, exploration, diplomacy, maneuvering and military conquest. *Imperialism* challenges you to attempt what few in history have dared - to unify the world under one leader. With a dynamic economic model, use diplomacy, foreign trade partners; cabinet ministers offer advice, sophisticated AI provides and maintains a unique strategic personality for each of the major powers; random maps and scenarios, which also link as a campaign. Also has a free placement mode, which gives you the ability to modify forces under your control for a "what if" scenario. With 3D, real, detailed units of soldiers, horses, chariots, elephants which are completely animated. Solo and multiplayer. **IBM Requires: Pentium 75, 16mbRAM, Win 95, SVGA, 486CD-ROM.** **IBM - \$50.00**

## KINGMAKER

AH

Avalon Hill's famous boardgame is now available as a software computer game with high quality digitized graphics, a digitized speech, turn-based interface, replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniature game; a strategic map on which to maneuver your armies and gather taxes, etc. **IBM requires: mouse, VGA, hard disk, 3.5" FDD.** **IBM - \$99.00 or higher.**

## LORDS OF THE REALM II

Sierra

A stunning and breath taking game of medieval English warfare. The throne of England sits empty. As one of five nobles you manage crops, build weapons, construct a castle, and raise an army to conquer neighboring realms before they conquer you. Prepare to fight your way to the throne in the battle of your life. You or the computer can share tasks such as planning crops, raising armies, building weapons, collecting taxes, trading with merchants. You can concentrate on commanding real-time battles and sieges. There are numerous realms, four computer rivals, and virtually endless variables making for unequalled depth of play and replayability. Up to four players can enter the savage battle for the throne. Your armies and castles can employ archers, halberdiers, knights, catapults, boiling cauldrons of oil, etc. Castles can be stone or wood, etc. **IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA.** **\$80.00**

**Lords of the Realm II Siege Pack** Lead your armies into 50 new battle arenas which will test the mettle of the most seasoned warlord. New castles, battlements, and scenarios are ready to take *Lords of the Realm II* to the next level - putting you one step closer to the English throne. Features more aggressive AI with new strategies, you can customize your army, create your own battlefields, etc. **IBM Requires: 386+, 486/66, 8mbRAM, SVGA, CD-ROM, hard disk.** **Special - \$20.00**

**Lords of the Realm II Official Strategy Guide** **\$30.00**

## MACHIAVELLI

MIC

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devices to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions, slander, and assassinate. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. **IBM Requires: 386+, 486/66, 8mbRAM, SVGA, CD-ROM, hard disk.** **Special - \$20.00**

## MAN OF WAR

SFI

Climb aboard for the spectacular high seas battles of *Man of War*, one of the best age of sail ship combat games. This is a time when the oceans thundered with cannon shot and splintering timber. With a revolutionary real-time first-person perspective from the deck of your own flagship, scenarios of actual battles from 1765-1815, battle the enemy and the elements with 16 different weather conditions, large actions with up to 150 ships. Includes a scenario editor and there are 70 different unit types. Play against the computer or head-to-head via serial, modem or network. **IBM Requires: Pentium 60+, 256CD-ROM, 8mbRAM, hard disk, SVGA.** **IBM - \$90.00**



## RED BARON II

**Sierra**  
1916. The world is at war. All eyes fix on the few, brave young men who pilot the new flying machines in the dangerous dawn of aviation. With a frontline life span of two months, they are pronounced heroes, warriors, or madmen. With advanced terrain graphics of unequalled quality, you will become immersed in the world and career of the fighter pilot. Engage in deadly dogfights, strafe an enemy aerodrome, cure your nerves in your sights IBM Requires: Win'95, 486CD-ROM, 16mbRAM, Pentium 90, SVGA, hard disk. Due Oct. \$70.00

## RISK

**Hasbro**  
The all-time favorite board game has now become a computer game. Set in 1812 where you as a general such as Napoleon lead a giant force of battle hardened men as you begin your campaign by seizing territories, reinforcing battalions, and double crossing your allies and enemies. Features 2 CDs so that you can play via network, more than 20 different battle scenarios; two game variants including the Classic and the Ultimate version with advanced options; up to 8 players, computer or human; five different maps, Classic, World, European, Asian, American; interactive battle scenes. IBM Requires: Win'95, CD-ROM, 8mbRAM, 486/66, SVGA, hard disk. \$70.00

## SEVEN KINGDOMS

**Imagic**  
A Red Alert style game. Enter the world of Seven Kingdoms, a world of intrigue and diplomacy, of trade, conquest and espionage. Take control of any of seven emerging civilizations: Chinese, Persians, Japanese, Greeks, Normans, Vikings or Mayans. Begin with a single moving village under your command, and an entire world to be conquered by force of arms or guile or persuasion, awaits you. Features spies, mining, markets, trade routes, technology, etc. IBM Requires: Win'95, Pentium, 16mbRAM, SVGA. \$80.00

## The Rise &amp; Rule of Ancient Empires

**SIE**  
Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of culture, scientific and military achievement: Egypt, Greece, Mesopotamia-Persia, Northern Europe, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of ancient times. Control your empire's military and domestic production, and conquer neighboring cities. Multiply via modern or network. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. IBM Requires: 486/33+, Win 3.1+, 8mbRAM, CD-ROM, SVGA. \$40.00

## The Road From Sumter to Appomattox

**HPS**  
This game is reputed to be one of the best ever and most detailed wargames simulating the American Civil War. Its June 25, 1861... "The first shots of the Civil War have been fired... Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the Union the city is heard... On to Richmond!" This game covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia. Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery, weekly turns; the choice of resolving combat either using the provided detailed tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures; detailed supply and production, a full naval system, and scenario editor. IBM Requires: 386, SVGA, 3mbRAM, 3.5"DD. \$55.00

## TWENTY WARGAME CLASSICS

**SSI,SSG,IMP**  
This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around \$1,300! The games from Impressions are: D-Day The Beginning of the End, Conquest of Japan, Global Domination, When Two Worlds War, From SSG are Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Worldwinds and Battlefield. And from SSI are Ages of Napoleon, Warrior Strike, Western Front, Sword of Steel (still one of the best medieval fantasy wargames), Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea and Panzer General. IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse. \$60.00

## DEFINITIVE WARGAME COLLECTION 2

**SSI etc**  
This huge four CD set has everything a wargamer could want - a dozen hard to find historical and wargame classics, being Hornet, V for Victory, V for Victory 2 & 3, V for Victory Utah Beach, V for Victory Market Garden, Chengis Khan II, Romance of Three Kingdoms, Operation: Path to Victory, Steel Panthers, Panzer General, Wargame Construction Set II: Tanks, Clash of Steel, High Command and Command HQ. IBM Requires: 486/33, CD-ROM, 8megRAM, hard disk, SVGA. \$60.00

## WOODEN SHIPS &amp; IRON MEN

**AH**  
This is so stunning it took my breath away. Ship to ship combat features beautiful 3D/4D wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zowies in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play with/against the computer, host-saved with a friend on the same computer, or via E-mail. IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$90.00

## World War II

## 1942 The Pacific Air War

**Microprose**  
A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, each with authentic cockpit and flight characteristics. Fly over the Philippine Islands and the jungles of Guinea. 300 single player missions, 200 head-to-head missions. IBM Requires: CD-ROM, 4megRAM, 486/25, VGA. Special - \$25.00

## 1944 Across the Rhine

**Microprose**  
A classic. Featuring armored combat from D-Day to the end of the war in Europe. The M4 Sherman, the M18 Hellcat, the Tiger II, they are all here. You have complete operational control of the tanks, the armor, the infantry, and the German battalion. Become part of a famous unit and follow it through actual WW2 combat scenarios. IBM Requires: CD-ROM, 4megRAM, 486/25, VGA. \$25.00

## ACES

**Sierra**  
A compilation of six of histories great battle simulators. Includes Red Baron, ACW1 aircombat, Europe over Europe, during WW1, Aces of the Pacific, WWI Pacific Theatre aircombat, A-10 Tank Killer, modern flight simulator, A-10 Tank Killer II, more modern flight combat. IBM Requires: 486/66, 8mbRAM, SVGA, 2mbRAM, CD-ROM, hard disk. \$75.00

## ACHTUNG SPITFIRE

**AH**  
Computerized version of the Avalon Hill boardgame London's Burning. It is September 1940, and British coastal radar reports a Luftwaffe squadron of Heinkel He111s coming from the south heading for London. Another group of German Junkers Ju87 dive bombers is approaching from the east. Which do you intercept? With 25 aircraft types, film footage, dozens of dogfight missions, combat missions, and tours of duty, 5 levels of difficulty. IBM Requires: Win'95, 486/66, 8mbRAM, hard disk, CD-ROM, SVGA. \$80.00

## ALLIED GENERAL

**SSI**  
The sequel to Panzer General, now you become an Allied General. Success depends on your effectiveness as a leader. Play the campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realized invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, tanks, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows. Playstation \$80.00 IBM - \$50.00

## ARDENNES OFFENSIVE

**SSI/SSG**  
SSG and SSI have combined to bring us this new game. On December 16th 1944, the Wehrmacht launched a furious surprise attack against American forces in the Ardennes. As overcast skies grounded Allied air cover, 24 German divisions hammered at the Americans along a 60-mile-wide front, driving 45 miles deep into the American lines. With highly detailed SVGA graphics, extensive on screen help and information including a detailed order of battle, a full tactical manual and an equipment encyclopedia. Play any of eight scenarios or the complete campaign, features three levels of difficulty, network or modem head-to-head. IBM Requires: Pentium 90+, Windows 95, CD-ROM, 8mbRAM, hard disk. IBM - \$50.00

## BATTLEGROUND: DELUXE BULGE

**TalonSoft**  
This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle

of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips. With new scenarios. IBM Requires: Windows 3.1 or '95, 386DX/33+ & SVGA, 2X CDROM, hard disk. \$90.00

## CLOSE COMBAT: A Bridge Too Far

**Microsoft**  
Advanced Squad Leader for your computer! A real-time, historically accurate WW2 II strategy game that puts you in command of either the Allied or Axis forces during the epic Operation Market Garden battle in German controlled Holland. Includes a Battlemaster, which lets you make your own scenarios, adds a new strategic layer to challenge players to out-think their opponents in the war room, true line of sight and line of fire replicates fog of war, limited number of ammo, dynamic deployment allows you to retain ground captured or be pushed back and forward across the same battle maps; etc. More than 130 infantry and vehicle troop types. You control which of your units receive the limited number of reinforcements, when they get them. IBM Requires: Win'95, 486/66, 8mbRAM, SVGA, 486/CD-ROM, Pentium 90. IBM - \$89.00

## COUNTER ACTION

**Mindscape**  
Real Alert meets World War II combat! Prepare yourself for the first WWII real time combat game, set on the Russian Front. With 28 individual missions playable from either the German or Soviet side, has 19 authentic unit types including infantry, tanks, AT weapons, heavy artillery, APCs, AA guns, coastal artillery, Katyusha missile launching platforms, etc. No complicated menus and options. Destroy buildings, gun emplacements, etc. Stunning overviews of the battlefields. Tanks include T-26, Lys, T-34/76, Panther, SU-85, Elephant and Tiger I. Looks good. IBM Requires: 486/66, SVGA, 8mbRAM, CD-ROM. \$50.00

## D-DAY AMERICA INVADES

**AH**  
By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. Ships up to whole fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific between the Japanese and the Allies and US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and the Russian navy. IBM Requires: 386/66, 8megRAM, hard disk, CD-ROM, SVGA. IBM - \$90.00

## EAST FRONT

**Talonsoft**  
Featuring absolutely stunning graphics in this game of the war on the Eastern Front. Clash the Russian T-34s against the German armor at Kursk. Drive in Stalingrad and claim the factories for Germany. It's all there for you to mount in 1941 to Berlin in 1945. This fast paced platoon-level game of tactical combat in Russia starts you out as a company commander, with promotions if you do well. You can play either the campaign or individual scenarios. There are 300 different types of platoons and you can design your own units, layouts. The game looks and feels like a miniature game. IBM Requires: Pentium, 8mbRAM, SVGA, 256CD-ROM, Win'95. IBM - \$90.00

## GREAT NAVAL BATTLES The Final Fury

**SSI**  
A big boxed set containing all FOUR Great Naval Battles, a magnificent World War Two naval combat simulator. With stunning graphics you command single ships up to whole fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific between the Japanese and the Allies and US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and the Russian navy. IBM Requires: 386/66, 8megRAM, hard disk, CD-ROM, SVGA. \$50.00

## OUTLAWS

**LucasArts**  
Doom goes Wild West! Ride back into the wild west as the gun-slinging Marshall James Arsonson. You'll encounter a dusty town, an abandoned mine, a runaway train, and the orniermost cowpokes this side of the Mississippi as you uncover a twisted plot of greed and corruption. With weapons like your six-shooter. 45, your 44 rifle, your 10-gauge shotgun and 12-gauge sawnoff, you'll be packing plenty of fire power. With three game variants: Spaghetti Western Shootout, Bounty Hunter Action, & Multiplayer Shootouts. Challenges the wit as well as the trigger finger - shooting civilians may leave you swinging from a rope. IBM Requires: Win'95, Pentium 60+, 16mbRAM, 256CD-ROM, SVGA. \$90.00

## OVER THE REICH

**Avalon Hill**  
You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight ship to ship, plane to plane, and battles, plane to plane. With 19 aircraft types, unique pilots, variety of missions. Can be played two player via e-mail, network, or on the same computer. IBM Requires: 486/66, 8megRAM, CD-ROM, Windows 3.1+, Due Jan. \$90.00

## PACIFIC GENERAL

**SSI**  
Welcome to the Pacific, one of WWII's most magnificent battlefields. Features a newly created naval combat model for high- seas realism. Engage in naval combat, including island hopping land battles, with the same exquisite playability as land combat. Campaigns and scenarios are playable as Japanese or American forces - imagine landing in San Francisco as the victorious Japanese! Authentic combat footage brings the War in the Pacific to life, and head-to-head play via modem or network lets you square off against human opponents. Best of all, the powerful all-inclusive Battle Generator can take you way beyond war in the Pacific, because it comes fully loaded with maps and units from Panzer General and Allied Battles. IBM Requires: Pentium 90+, 16megRAM, 486CD-ROM, Win'95, 1mbSVGA, hard disk, Windows'95. \$50.00  
Pacific General Official Strategy Guide \$27.00

## PANTHERS IN THE SHADOWS

**HPS**  
Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set in a platoon-level scale. With 1 minute turns and 1,500 weapons systems and 500 different types, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat your own tanks, and the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. IBM Requires: VGA, hard disk, 3.5"DD. \$15.00

## Panthers in the Shadows Map Builder Add-on Disk

**\$15.00**  
Panthers in the Shadows Campaign Disk #1 Into the Cauldron \$15.00  
Panthers in the Shadows Campaign Disk #2 SSALH in Normandy \$15.00  
Panthers in the Shadows Campaign Disk #3 Thunderbolt! \$15.00  
Panthers in the Shadows Campaign Disk #4 Heia Safari \$15.00  
Panthers in the Shadows Campaign Disk #5 Hell on Wheels \$15.00  
Panthers in the Shadows Campaign Disk #6 Sea Lion \$15.00  
Panthers in the Shadows Campaign Disk #7 France 1940 \$15.00

## PANZER GENERAL

**SSI**  
As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progress, you can play the game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX/33+ & MAC/INTX/95/DOS - \$80.00 PlayStation \$80.00  
Panzer General Official Strategy Guide 360 page book. \$30.00

## PANZER GENERAL II

**SSI**  
At last it is here - and being played by several of our staff! More than just a sequel, this game is an entire generation beyond anything yet seen in strategy game. It's the Living Battlefield, a new standard for strategy game artwork, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going into the Eastern Front, and Western Front. Includes 12 multiplayer scenarios, and you can design your own scenarios. Thoroughly recommended. IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 486/CD-ROM. \$50.00  
Panzer General II The Official Strategy Guide Hint book. \$30.00

## SILENT HUNTER Commander's Edition

**SSI**  
The game plus Patrol Disks 1 and 2, plus the new Patrol Disk 3, which has 15 historical scenarios and 2 patrol zones, Aleutian Islands and Java Sea. \$60.00

## STALINGRAD

**AH**  
Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the

Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flank. But Red Army has plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. IBM Requires: 486/66, 386+, VESA SVGA, hard disk, CD-ROM, MAC - \$90.00

## STEEL PANTHERS

**SSI**  
The latest from Gary Grishy. Go tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibious landing craft, etc. You can play one of several set campaigns and carry your experience through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator. SSI powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk. IBM - \$40.00  
Steel Panthers Scenarios 30 new scenarios. \$10.00  
Steel Panthers Campaign Disk 2 Lead elements of the Soviet 1st Guards to victory from Kursk to Poland and on to Berlin in 17 linked battles; Follow the career of a German general from Poland 1939 to Berlin in 1945 in 20 scenarios; command a Japanese army during the early years of WW2; and 40 scenarios! \$40.00

## STEEL PANTHERS II Modern Battles

**SSI**  
Here's the modern day version of one of the hottest wargames ever. Lead a single squad or an entire battalion through Europe, Asia and the Middle East from 1950 to 1990. Fight a progressive series of small battles with the same units, while reinforcements replace losses. Re-enact numerous conflicts in Korea, Vietnam and the Middle East. Several explosive "what-ifs" erupt in Korea, Canada, Europe and Russia. Includes Operation Desert Storm, and scenario generator and editor. And Steel Panthers Scenarios 30 new scenarios. \$10.00  
Steel Panthers Campaign Disk 2 Lead elements of the Soviet 1st Guards to victory from Kursk to Poland and on to Berlin in 17 linked battles; Follow the career of a German general from Poland 1939 to Berlin in 1945 in 20 scenarios; command a Japanese army during the early years of WW2; and 40 scenarios! \$40.00

## STEEL PANTHERS III 1939-1999

**SSI**  
The latest from Gary Grishy and Keith Bruns. Steel Panthers III lets players fight larger tactical battles using the same easy-to-use interface featured in their critically acclaimed Steel Panthers I and II. This brilliant tactical wargame includes 6 campaigns and 46 scenarios, as well as a scenario editor that allows you to build your own scenarios, and even link ten of them into a campaign. Players can engage in brigade size battles from very major historical conflict from 1939 to date, plus hypothetical battles, such as NATO 1988 and World War 1999. Includes weapons and units from 20 WWII countries and 40 post-WWII countries. IBM Requires: 486/66, 256CD-ROM, 16mbRAM, hard disk, SVGA. \$50.00

## THIRD REICH

**AH**  
Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France before D-Day? In this faithful adaptation of the boardgame, you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerents plus the forces of Spain and Turkey. Players are free to pursue many what-ifs - this is the perfect game with which to explore the "what-ifs" of the war in Europe. Can be played two player or solitaire against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM. \$90.00

## TIGERS ON THE PROWL

**HPS**  
Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features 100 different types of tanks, artillery, infantry, small arm types, etc. Magnificent. IBM Requires: VGA, 3.5" FDD, hard disk, 386. \$85.00  
Tigers on the Prowl Map Builder Add-on Disk \$15.00  
Tigers on the Prowl Campaign Disk #1 Panthers Forward! \$15.00  
Tigers on the Prowl Campaign Disk #2 G on the Steppes \$15.00  
Tigers on the Prowl Campaign Disk #3 Peiper in Russia \$15.00

## V for Victory Commemorative Edition

**360**  
All four magnificent V for Victory games released on the one CD! These are true boardwargames transferred onto your computer with stunning SVGA graphics. The four games are Utah Beach, which thrusts you into the Normandy invasion of June 7th 1944 in WW2; Velikoye Lake, where a German tank commander on the Russian front you must break a siege; Market Garden where as the British commander you must take and hold bridges across three major rivers; and Gold-Juno-Sword which takes you back to the Normandy beaches as a Commonwealth or German commander. IBM Requires: 386, CDROM, VESA SVGA, hard disk, 8mbRAM, mouse. \$24.00

## Post World War II

## 688(I) HUNTER KILLER SUB

**EA**  
Junkies of combat simulation, present 688(I) Hunter/Killer, the most realistic submarine simulation ever developed for the PC. Master the sonar and weapons control systems, learn to develop real target solutions and outfit your boat with the latest advanced weaponry. Over 12 detailed operating stations. Real-world terrain. Real-life situations. Features multi-player, full 3D technology, and you manage all of the resources of your submarine, including crewman training and weapons loads. IBM Requires: Win'95, Pentium 90, hard disk, 16mbRAM, 486CD-ROM, SVGA. \$90.00

## ARMORED FIST 2 MIA2 ABRAMS

**Novalogic**  
Introducing the US Military's newest Main Battle Tank, the M1A2 Abrams. With over 50 challenging missions, command your attack from a panoramic view of the world, take the reins of one of four different tank-squadrons, control real-time actions in Europe, Africa and the Middle East. Photo-realistic terrain, realistic objects, easy and advanced play options, multiply via modem, LAN or internet. If you have MMX technology, the game will also use it. IBM Requires: Pentium 120, 486CD-ROM, SVGA, 16mbRAM, hard disk. \$75.00

## FIFTH FLEET

**AH**  
By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task Force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-14B seaforth fighters, replenishment operations from your shore. The computer handles the non-essential work, leaving you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. IBM Requires: 386+, VGA, mouse, CD-ROM, hard disk. \$90.00

## HARPOON CLASSIC '97

**IM**  
Based on the original Harpoon. Features a redesign of the control interface, an introductory quick-start mode, 50 new missions to make a total of 250 scenarios. Free on-line time to Internet play included, upgraded artwork and terrain graphics, control ships, subs and aircraft in four theaters of play. IBM Requires: 486/33, 4mbRAM, SVGA, CD-ROM, hard disk. \$50.00

## HARPOON II Admiral's Set

**360**  
This is the ultimate contemporary naval warfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc. you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes. This version includes a new database editor, a new regional control in the Middle East, the scenario editor, and on-line maps. IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 486DX or better, CD-ROM. \$30.00  
Harpoon II Hint Book \$40.00

## HIND/APACHE LONGBOW

**DI**  
Now together in the one box, these are two leading helicopter games of the







vast armies (similar to *Warhammer Fantasy: Shadow of the Horned Rat*). Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperor's Titans, Thunderhawk Gunships, etc.; the second option is a free for all between networked players or versus the computer. In this you play orks or humans. Graphics are stunning. There are 85 unit types to command. **IBM Requires:** Pentium 90, 16mbRAM, SVGA, hard disk, 2spCD-ROM, hard disk. **\$59.00**

**FORCED ALLIANCE** **Ripcord**  
A stunning flight simulator which has consequences of rank - as you progress from the rank of Cadet to Captain, you'll go from taking orders to giving them. The power and responsibility of commanding an entire fleet of ships will be yours. The great intergalactic War has left the galaxy in chaos. And a steadily increasing barrage of attacks on human ships leaves you with only one choice. You must set out on a series of covert missions to defeat the enemy. Everything you do, every enemy you kill or let get away, every decision you make will have an effect on the ever changing plot. Flight-sim graphics are stunning, with the option to turn off your combat, plus all keyboard commands use logical keys, such as G for gas for missile, N for nearest target, etc. **IBM Requires:** 486/100+, 16mbRAM, CD-ROM, SVGA, hard disk. **\$69.00**

**GALACTIC CHALLENGE** **SSI**  
Four sci-fi games in one pack, being *Star Control I* where humanity is about to be destroyed by a savage coalition of new and multi-national corporations run by over and humanity can now explore and colonize 500 stars with 3,000 planets; *Renegade Battle For Job's War* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. **IBM Requires:** 486/66, CD-ROM, hard disk, 4mbRAM, SVGA. **IBM - \$60.00**

**G-POLICE** **Pygnosis**  
The G-Police patrol domed cities on planets beyond this world, where life's as disposable as yesterday's news and multi-national corporations run by over and humanity can now explore and colonize 500 stars with 3,000 planets; *Renegade Battle For Job's War* where you command a squadron of starfighters in the Renegade Legion universe; and *Gateway* where a portal has opened to a place fraught with danger and wonders. **IBM Requires:** 486/66, CD-ROM, hard disk, 4mbRAM, SVGA. **IBM - \$60.00**

**GUNDAM 0079 The War for Earth** **Presto**  
A futuristic universe where the Earth is the universal center 0079. Off-planet cylindrical space colonies represent Earth's only hope for the future. But the Duchy of Zeon longs for freedom, and they'll stop at nothing to get it. Don the prototype Gundam 0079 Mobile Suit and lead the United Federation into battle against the forces of the Zeon aggressors. This gripping 3D adventure gives 360° movement and vision. With great graphics, you can select from a variety of weapons, an option of 1° or 3° person views. **IBM Requires:** Pentium 60, Win'95, 4spCD-ROM, 16mbRAM, SVGA. **MAC or IBM - \$45.00**

**HEAVY GEAR** **Activision**  
This new mech combat game, based on the Heavy Gear roleplaying game, leaves all others behind. With a stunning, fluid animation system. Highly detailed buildings, rocks, rolling 3D terrain that looks like terrain! You can build a heavy gear from scratch with one of 16 customizable chassis, or pilot one of the 16 provided Heavy Gears. Deploy your chassis and call in air and artillery strikes while you pilot your own heavy gear, has stunning cut-scenes and character based missions. Features huge mobile landscapes. You can kneel, side-step and crouch. Very highly recommended. **IBM Requires:** Win'95, Pen 90, 16mbRAM, SVGA, 4spCD-ROM, hard disk. **\$59.00**

**IMPERIAL GALACTICA** **GT**  
A new empire-building space game. You begin as a Lieutenant on a Destroyer, charged with restoring peace to a newly discovered sector. Scale the Imperial ranks and your missions become increasingly challenging. New technology, new weapons, new responsibilities. Only you can decide how to balance warfare, colony management, research and production. Succeed and your objective expands. Sustain the Old Human Empire through diplomacy or brute force. There are seven alien races, two renegade human empires, endless worlds, endless wars. With 174 strategies to build on colonies, control up to 93 planets, real time space battles, and 75 technological breakthroughs to be made. Also has one hour of full motion video clips and a storyline. **IBM Requires:** 486/100+, 8mbRAM, CD-ROM, hard disk, 4 speed CD-ROM. **\$59.00**

**INCUBATION Battle Isle Phase Four** **BlueByte**  
Travel to the colonized planet of Scyria, and enter the dark and terrifying world of Incubation, the latest episode in the Battle Isle Saga. The alien natives have mutated into blood-thirsty monsters, and its up to you and your squad of marines to save the colonists from them. With real-time 3D environment, 35 turn based, tactical missions, 5 distinctive battlefields, 30 different soldiers, 11 different units, 24 weapons, 17 equipment, and can be played multi-player. **IBM Requires:** Pentium 90, 16mbRAM, hard disk, SVGA, 2spCD-ROM. **\$90.00**

**JEDI KNIGHT - Dark Forces II** **LucasArts**  
I'm really excited about this game, *Jedi Knight*, the sequel to *Dark Forces*, the Doom-style 3D Star Wars action game. It has all the features you want, including multiplayer capability. Yoda Katana is a young mermaid set to infiltrate the Empire. He embarks on a quest into his past and learns the mysterious ways of the Force. He must use knowledge, he must stop seven dark Jedi from unleashing the powers of a hidden Jedi burial ground. This task forces Katana to confront his own dark past. He then must decide his own destiny, as the dark side beckons him strongly. If he resists and follows the light side, he has a huge job ahead of him. If he succumbs to the dark side, he has a huge special character role to play. The game has two lighters. There are a variety of weapons, old and new. The new exciting new weapon is the lightsaber. Basic force powers include enhanced jumping, seeing through walls, healing powers, telekinesis, etc. Looks fantastic. **IBM Requires:** 4spCD-ROM, 16mbRAM, hard disk, CD-ROM, mouse, SVGA. **\$50.00**

**KKND Krush, Kill 'N' Destroy** **MH**  
This game threatens to literally blow-up your monitor during the installation phase unless you turn your monitor off! It then failed to find my sound card and asked me to install manually, which erased my sound card setup! The game just crashed after that point, so I gave up. If you still want to play this game, it is in the league of *Command & Conquer*. When the survivors emerge from their bunkers after the world's underground, they find that the world has changed. The horrors of the 2075 Nuclear War are nothing compared to the new enemy they must face - the Muties, who lived above ground this entire time, and are not willing to share the world. **IBM Requires:** Pentium 60+, 16mbRAM, SVGA, CD-ROM. **\$50.00**

**KKND Extreme** **MH**  
A complete game. It's nuclear war threw the first stone, but in any case it was a big one with "Warning - Nuclear Device" plastered all over it. Warheads rained down from above and within a group little was left of humanity. Now that the radioactive dust has settled two groups battle for survival: a military community of humans, and a mutant race of surface dwellers who look like just bugs. With formidable computer AI, units gain experience, units can use 3D terrain to hide and launch ambushes - you can play as either side, etc. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, hard disk, SVGA, 4spCD-ROM. **\$50.00**

**MASS DESTRUCTION** **BMG**  
The perfect excuse for mindless demolition and mayhem! Use your battle-tank's considerable array of high-impact weapons to surgically pin your strategic targets, and then annihilate everything that moves and reduce the horizon to a blazing heat of ruin! 25 missions. **IBM Requires:** Pentium 90, 8mbRAM, hard disk, SVGA, 2spCD-ROM. **\$50.00**

**MASTER OF ORION II** **MIC**  
This game has gone straight to being my No. 1 favorite space colonization and conquest game. No other game even begins to compare. You can start with just one planet with low tech, and then expand your colony while developing tech. Soon you build simple starships and visit the neighboring star systems, sending out colony ships to suitable worlds. There are thirteen different alien races, including insects (my favorite, who produce very efficiently), subterraneans, psions, humans, etc. When you meet other players you can ally them, conquer them (and you don't have to exterminate their populations - at last a game that doesn't make you simply stick your marines on the planet and the aliens serve you.) or you can form trade or tech research agreements. I made an alliance with one computer opponent and he never once backstabbed me, nor he him. There are hundreds of tech levels and fields to develop, eventually letting you build over thirty different types of structures on your colonies - and this is my favorite part. There are many different types of worlds, volcanic, desert, water, rich, and the graphics are completely stunning and mesmerizing. And as you later terraform and soil enhance these worlds, their appearances change. And the music is so relaxing and peaceful, that one of my friends falls asleep while playing this game. It's the game relaxing and fulfilling. **IBM Requires:** 486/100+, 8mbRAM, SVGA, hard disk, CD-ROM, soundcard. **IBM - \$50.00** **MAC - \$90.00**  
**Master of Orion II Official Strategy Guide** **\$30.00**

**MECH COMMANDER** **?**  
The first Battletech game of tactical combat. With an engine similar to *Red Alert*, you command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the mechs leave deep footprints. **IBM Requires:** 486/66 minimum, 8mbRAM, Pentium 120, 16mbRAM, 4spCD-ROM, SVGA, Due March. **IBM - \$90.00**

**MECHWARRIOR II** **ACT**  
The opening cinematic scene of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play has the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any mission. You can fight trial of grievances, practice as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. **IBM Requires:** 486/66 minimum, 8mbRAM, Pentium 120, 16mbRAM, 4spCD-ROM, SVGA, Due March. **IBM - \$90.00**

**MEAT PUPPET** **PIE**  
In the league of *Dialoh* and *Crossader*. A beautiful woman with a big gun. They command many mechs instead of just one. Each mech is animated with over 100,000 individual frames. There are over eighteen mech chassis such as the Raven, Mad Cat, and Atlas. The mechs even leave footprints on softer terrain, so you can determine what sort of enemy mech you are chasing by seeing how deep the mechs leave deep footprints. **IBM Requires:** 486/66 minimum, 8mbRAM, Pentium 120, 16mbRAM, 4spCD-ROM, SVGA, Due March. **IBM - \$90.00**

**OUTPOST 2 Divided Destiny** **Dynamix**  
Another *Red Alert* style game. Earth is just a distant memory. All that remains of mankind is the handful of humans that chose to follow you to the stars. But your newly colonized world faces a danger even greater than the one that chased you from Earth - yourselves. Command one of two rival colonies through it. Includes volcanoes, nuclear power, and destroy each other. You can follow set missions to save Terra or play unlimited random missions for all out mercenary combat. With dazzling cinematics, stunning graphics. This is a complete game. **Requires as Mechwarrior II.** **IBM Requires:** Pentium 100, 16mbRAM, SVGA, CD-ROM. **\$30.00**

**PAX IMPERIA Eminent Domain** **THQ**  
The ultimate in intergalactic strategy and combat. Explore and colonize hundreds of inhospitable worlds in one of the largest game universes ever created. Once colonies are established, they can either be left alone or carefully managed. You excel you need to juggle economics, research and development, military, natural disasters, 140 different vehicles and buildings, night fighting, research and morale, single or multiplayer. **IBM Requires:** Pentium 90, Win'95, 16mbRAM, 4spCD-ROM, 16mbRAM, SVGA, hard disk. **\$30.00**

**PRIVATEER 2 The Darkening** **ORI**  
Chris Roberts has left Origin, and has taken the *Wing Commander* Copyrights with him. So this game has nothing at all to do with *Wing Commander Privateer I*. In fact, they don't even use any of the same flight controls. There are no Kilrathi, no familiar characters, nothing. And the game runs on true DOS only. The game does include a strong storyline, with full motion video of real actors, and you fly over 100 missions in 18 different ships, and can go to different planets, star bases, upgrading your ship, and you'll need it! **IBM Requires:** Pentium 75+, DOS ONLY, 8mbRAM, SVGA, CD-ROM. **\$50.00**  
**Privateer 2 Official Guidebook** **\$30.00**

**QUAKE** **idSoftware**  
The next game from the people who brought us DOOM. And this is the fantastic improvement - and very popular. It's not far in the future, and scientists develop a Sligpate Device. But an alien terrorist instigates a war via Sligpates before our technology is ready. And his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The game is a first-person shooter, and you are the only survivor. But you fight your way into a planet of Quake's Sligpates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close. The SVGA still presents detailed, focused image. Weapons include double barreled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manner of ugly things at you to try to stop you. **IBM Requires:** Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8mbRAM, IBM - \$50.00 **MAC \$90.00**  
**Quake Mission Pack No.1 Scourge of Armagon** 15 beastly new levels in three monster infested episodes. Also an all new Death match Level. Features Gremlins, small blood-thirsty creatures that attack in swarms and can steal your weapons and use them against you. Controls, armor-plated Scorpion cyborgs with twin nailguns. New weapons include a war hammer, a Laser Cannon and Proximity Mines. And new architecture. **Requires as above.** **\$50.00**  
**Quake Mission Pack No.2 Dissolution of Eternity** Features Hell's Fortress - after battling through seven terrifying levels you will find yourself in the Tomb of the Overlord. The Corridors of Time - lost in a world of eight horribly mad levels, you begin to unravel Quake's cunning plan. In the end you will face the deadliest monstrosity ever unleashed - the Dragon. With seven new monsters, Wrath, Guardians, Phantom Swordsman, Statues, Electric Eels, the Overlord and many more. **Requires as above.** **\$50.00**  
**QZione** You are challenged with three completely new episodes, including a new weapon and new enemies. The new levels are totally linked together, but you can play each level one-by-one if you desire. Also provides a full control map and a detailed, focused image. **Requires as above.** **\$50.00**  
**Prima's Quake Game Secrets** 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. **\$20.00**  
**Quake Official Hint Book** **\$30.00**  
**Quake Deathmatch Maker** The first Quake Level Editor authorised by idSoftware. Now its easy to create rooms and hallways, add water, tunnels, stairs and doors. Easy to populate with beasts, and you can view, navigate, and edit in real-time what you are building before exporting it. **\$60.00**

**QUAKE II** **idSoftware**  
This is the best *Doom/Quake* game I've ever seen. It leaves all other similar games, including *Quake I*, far behind! For starters, the game is actually playable without using any cheats or a hint book. I have been able to solve every level - you don't have to find secrets in order to progress to the next level. The game contains many missions, with each mission containing from two to ten levels each. **\$50.00**

**REBEL MOON RISING** **GT**  
The first in a new generation of *Doom* style games - which require Intel MMX technology. This is a very exciting 3D adventure follows the shock caused when the Lunar Free State moon colony declares independence from the Earth. You are a Lunar Militiaman and are soon pitted against the military might of the United Nations, fighting over treacherous moonscapes and space stations. Features voice recognition, variable level gravity. AI controlled reinforcements, radical military technology, extreme graphics resolution, goal-based missions which include infiltration, search and destroy, defense and rescue missions, a limited oxygen supply in some missions, etc. Looks great! **IBM Requires:** Intel Pentium Processor with MMX technology, Win'95, 16mbRAM, hard disk, 4spCD-ROM, 16bit PCI video graphics card. **\$90.00**

**REDNECK RAMPAGE** **Interplay**  
A farical Doom-style game, set in the old Southern USA, with warped looking characters armed with crowbars, dynamite, double-barreled shotguns, rip saw blades, an alien gun, etc. With gnu-tune Redneck dialogue and humor, 14 levels of SVGA graphics including mortuaries, chicken processing plants, trailer parks. Eat pork rinds, cowpies, and lots of sauce. Fight the computer, play via modem, or up to eight players via network. Watch out for the alien chons of local town folks! Weir & warped. **IBM Requires:** Pentium 90+, CD-ROM, 4spCD-ROM, 16mbRAM, hard disk. **\$50.00**  
**Suckin' Grits on Route 66** Expansion disk. Leonard and Budda are on holiday, but the aliens are out for revenge and have cloned people they are going to bring into. Features 12 new levels. **Requires as above.** **\$30.00**

**RESIDENT EVIL** **Capcom**  
A series of gory attacks in the area surrounding a remote biotech lab brings in the Special Tactics and Rescue Squad to investigate. On arrival, Bravo Team communications are abruptly cut off. Now it's up to your team. You arrive at the isolated mansion under-powered and on the run. Arm yourself with knives, pistols, shotguns, flame throwers, and search for hidden rounds to stay alive. There are puzzles to solve, traps to disarm, and mysteries to unravel. But the freaks of nature that populate the mansion are hot on your trail, and each one is a horror you survive will bring you closer to the source of the resident evil. **IBM Requires:** Pentium 90, 16mbRAM, 2spCD-ROM, SVGA, 3D Accel Card. **\$72.00**

**RETRIBUTION** **Gremlin**  
You lower yourself into your cockpit knowing that the annihilation of Krellian life is little reward for the millions of your race who have been "harvested." You have hatred in your heart and become driven by one compulsion - retribution. This sci-fi flight simulator lets you swoop down valleys, clip the top of mountains, and obliterate enemies in eleven major campaigns, each with four challenging missions. Six training levels prepare you for combat. Targets to destroy include fighters, battle pods, mines, tanks, trains, earthworm missiles, etc. **IBM Requires:** 386/40, 4mbRAM, VGA, CD-ROM. **\$30.00**

**SHADOW WARRIOR** **GT**  
A Doom-style game. A Chinese warrior, Lo-Wang (who is supposed to be a ninja!), comes to futuristic/fantasy Japan. Hand-to-face combat mode lets you kick, drive tanks, bulldozers, forklifts, and boats, as well as darting around on foot. Weapons include shuriken, katana, 4 barrel shot guns, rail guns, mines, even flamethrowers. There are 28 levels, 6 being designed for multi-player. Please note that the game can be considered insulting to Asian culture, as the designers can't tell the difference between China and Japan. **IBM Requires:** Pentium 66, 16mbRAM, 2spCD-ROM, hard disk, SVGA. **\$50.00**

**SHATTERED STEEL** **Interplay**  
A game in the league of *Mechwarrior II* and *Earthsiege*. The Core Wars, waged by rival factions for natural resources, and ultimate survival, left society in ruins. Massive industrial conglomerates deploy mechanized mercenary armies to maintain a tenuous order. You're a hotshot runner pilot. You've neutralized hundreds of tanks and rival ops on over 22 worlds. Your lethal Planet Runner light mech navigates any terrain and strikes with devastating firepower. Now alien forces have taken over a planet, and it's up to you to restore order. With 50 missions and 15 multi-player missions, this is a fully navigable terrain. Real time damage, no makes over 20 aggressive 3D alien predators. Over 25 weapons. **IBM Requires:** 486/66, 8mbRAM, 16mbRAM, CD-ROM, hard disk, SVGA. **\$50.00**

**SPACE QUEST Collection** **Sierra**  
Contains all six Space Quest games, where Roger Wilco, intergalactic janitor (sanitation engineer, please) embarks on six of the most outlandish, hilarious send-ups of science fiction ever to blast off from your computer screen. As a janitor, Roger has swept nearly every major computer gaming award, while at the same time keeping the universe safe for good, clean fun. **IBM Requires:** 486/25, 8mbRAM, hard disk, VGA, 2spCD-ROM. **IBM - \$75.00**

**SPACEWARD HO Version 4.0** **New World**  
At last! The latest version of SpaceWard Ho has been released - and it's to conquer the latest new computer game for 1996. The goal of Spaceward Ho is to conquer the galaxy. You start out on a single, wonderful, heavily populated planet. You have just become capable of building your first interstellar space ships. So you build a couple of exploratory ships and send them to nearby stars. Once you find a planet that is similar to your home planet, you build a colony ship and go colonize it. Then you terraform it, mine the metal from it, and use it as a base to explore and colonize other nearby planets. Eventually you'll run into computer or human opponents (from 1 - 19 opponents), and you can ally them or start a war. You can build water bases, and use your planets, or warships to take the war to them. You also spend money on technological research. Eventually your ships will be faster, more powerful, and use less metal. New ship types you can build include a Tanker to refuel ships at uninhabited worlds; Biological ships, which are great living organisms; and Dreadnoughts, which are computer players live them. You design all of your own ships according to your tech level, and there are hundreds of possible combinations. There are 200 different planet types. The whole game uses a point and click interface. Absolutely fantastic - even our Managing Director said he was playing this one! **IBM Requires:** 486/33, 8mbRAM, CD-ROM, Windows 95, hard disk, VGA. **\$58.00**

**STARS** **EMPIRE**  
Expand your horizons and domain. Explore the unknown universe. Discover new planets and - and your untapped potential to govern flourishing civilizations. Create and control fleets of spaceships equipped with the latest technology your research and resources provide. Become a warmonger, a trader, a diplomat, a pirate. Build an intergalactic empire to stand the test of time. A strategy based space conquest game with a richness of detail only possible through a turn-based format. An exhaustive range of high-tech hardware to exploit. Computer opponents provide a challenge for all abilities. Customizable interface, playfield and even rules! Comprehensive tutorial. **IBM Requires:** Windows 3.1+, CD-ROM, 8mbRAM, 486/66+, hard disk, mouse, SVGA. **\$65.00**

**STAR CONTROL: REVOLUTION** **GT**  
A real-time *Command & Conquer* game with a difference - this one is all in space! Four races are at violent odds for control of the Zeta galaxy. It will take all your strategic genius to harvest resources, learn new technologies, and build the best space armada. But losing even all of you is the ultimate threat - an evil race more powerful than you and your combined enemies. With 64 different types of starships and buildings, 4 different races with unique technologies, battle across 40 huge, continuous game boards in campaign mode, navigate through a complex space wars to move back and forth between levels, group ships into squadrons for fast deployment. **IBM Requires:** 486/66, 2sp CD-ROM, 16mbRAM, hard disk, SVGA. **\$50.00**

**STAR FLEET ACADEMY** **Interplay**  
It's here at last - now you can sit in the captain's chair of the *Enterprise* and engage Klingon D-7 battleships! Now you too can be Kirk or Sulu, commanding the *Enterprise* from the old TV series, the *Enterprise* from the movies, the *Enterprise*, or the *Enterprise*. You go head-to-head with Klingon *Bird of Prey*, D-7 and D-7A, a new Klingon ship that you have no stats on, the Romulan *Murder* and *Gurula*, etc. There are a total of 30 different ships in the game. Graphics are breathtaking, and include footage of the original Star Trek actors. Includes a cute flying past your head. Shortly after landing on an alien planet you learn that



3D cardboard flight controller guide that tells you which keys on your keyboard do which function. Includes introductory missions to teach you the game, plus you can design your own missions. I've taken my copy home! **IBM Requires:** Pentium 90+, 16mbRAM, 1mbSVGA, hard disk, CD-ROM, IBM - \$90.00, MAC - \$90.00

## STAR GENERAL

**SSI**  
Punzer General goes to the stars! This game features a modified Punzer General combat system, except with hover tanks, insectoid walking artillery, etc! And also a strategic space game. The space map includes nebulae, galactic rifts, and colonise, building up an industrial base, then a space station, so that you can manufacture battle fleets with which to conquer your opponents. For up to 7 players via hotseat, or two + computer players via modem or null-modem, or you against up to six computer players. The space map includes nebulae, galactic rifts, black holes, ion storms, asteroids & planets. There are several different alien races to run, most of them quite unique. I went insectoid, with living insect space ships, tanks, infantry units, etc. I built massive battlefleets and went on the warpath - great fun! Though my first attempt to conquer a planet was dismal, but I learnt quickly and soon returned with an army which was half tanks and half mobile artillery - this time I crushed the enemy in about seven cycles! **IBM Requires:** 486/66, 16mbRAM, SVGA, CD-ROM, hard disk. \$50.00  
Star General Official Strategy Guide Book. \$27.00

## STAR TREK: BORG

**SS**  
You are Cadet Qaylan Furlong. Your father was killed by the Borg in the battle of Wolf 359. Now, ten years later, the Borg are attacking again, and Starfleet won't allow you to stay aboard the Starship Cheyenne to avenge your father's death. But Q will. He'll do better than that. In fact, he will take you back to the Borg planet and put you on the same ship as your father to give you a chance to save him... and the entire Federation. Starting Q, 120 minutes of original Star Trek footage shot at Paramount Studios, 3CDs including Picard's dossier on the Borg, highest quality interactive full motion video, directed by Jim Conway, written by Hilary Swank. **IBM Requires:** Pentium, 8mbRAM, 2zpCD-ROM, hard disk, SVGA, IBM \$60.00  
Mac Requires: System 7.5+, 8mbRAM, 2zpCD-ROM, hard disk. MAC - \$60.00

## STAR TREK: GENERATIONS

**Microprose**  
Join forces with Kirk and Picard and the rest of the Next Gen crew to defeat the obsessed scientist. The story line unfolds through a mix of first-person point of view action levels, changing ship to ship combat, strategic clues, and cinematic sequences. Contains original video sequences developed exclusively for the game and not viewed in the movie. Has 12 deadly and intense 'away team' action missions using the Enterprise. Command the Enterprise in combat against Klingons and Romulans. **IBM Requires:** Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk, Win'95. \$30.00

## STAR TREK GIFT SET

**SS**  
Contains four Star Trek previously released games/features. The Star Trek Omnimedia with thousands of text, diagrams, photos and video extras; The Star Trek Next Gen Episode Guide with trailers from all 177 original shows; the Star Trek Next Gen Interactive Technical Manual where you can have an official inspection tour of the Enterprise; Star Trek Klingon Language; and 24 minutes of power Klingon, taught by Michael Dorn, of course. **IBM Requires:** 486/66, 8mbRAM, 2zpCD-ROM, SVGA, hard disk. \$30.00

## STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Gardian vessel. You explore the Gardians as can be friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shield-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. **IBM Requires:** 486+, CD-ROM, 8mbRAM, SVGA, hard disk. \$30.00

## STAR TREK OMNIMEDIA

**S&SI**  
The comprehensive, voice activated electronic database to the Star Trek universe. Utilizes photos, video, graphics text and audio to bring to life thousands of indexed entries, cross-referenced from three TV series and six classic feature films. Includes charts, maps, starship diagrams, 3D realistic renderings, etc. Includes a free Star Trek Omnimedia tape. **IBM Requires:** SVGA, Epic Collection on Audio. **IBM Requires:** 486 or Pentium, SVGA, Microphone (to use voice activation option), 2zpCD-ROM, 8mbRAM, \$99.00

## STAR WARS Collection

**LucasArts**  
This is the LucasArts Archives Vol. II. It includes six CDs containing four games and a special presentation: Dark Forces, Rebel Assault, Rebel Assault II, The Fighter, and a special behind the scenes look at the re-done Star Wars Trilogy to be released early '97. **IBM Requires:** 486/66, Win'95, CD, 8mbRAM, IBM - \$80.00  
MAC - \$90.00

## STAR WARS REBELLION

**LucasArts**  
A game of galactic expansion and domination, it takes grand strategy to a new level as players vie for control of the known Star Wars galaxy. Fast-paced decisions and intense resource management in a real-time environment will test players strategy mettle time and time again. Up to 200 planets to explore and control. You command either the Empire or the Rebel Alliance. Manage manufacturing, resources, fleet deployment and mission assignments. With 200 tactics battles, almost a game in itself. There are 55 characters such as Luke Skywalker. The story setting is just after the destruction of the first Death Star. Looks fantastic. **IBM Requires:** 2zpCD-ROM, SVGA, Pentium 100+ or hard disk, 16mbRAM. Due Jan '98. IBM - \$80.00

## Star Wars Shadows of the Empire

**LucasArts**  
An action shoot-em up adventure set between Star Wars and Return of the Jedi. You get to fly a freighter like the Millennium Falcon, a snowspeeder, hovertrunk, speeder bike and jet pack. Ten missions await to blast your way through, with stunning 3D graphics. A gripping Star Wars storyline as you strive to save Luke Skywalker from assassination. Visit Mos Eisley, Hoth, the Imperial City, Gall Spacetrack. **IBM Requires:** 486/CD-ROM, SVGA, Pentium 90, hard disk, 16mbRAM. IBM - \$90.00

## SUB CULTURE

**Criterion**  
You have been cast into the hazardous miniature underworld world of Sub Culture. Using initiative and available resources, you must survive the peril fraught waters that harbour warring factions, scheming pirates and mutant creatures. With real time 3D technology, over 27 engaging missions with evolving storylines, 30 unique weapons, and over 20 species of life. With dynamic lighting effects, and real-world physics. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, hard disk, 4zpCD-ROM, SVGA. IBM - \$85.00

## Syndicate Wars

**Bullfrog**  
The sequel to the 1993 Syndicate game. The Church of the New Epoch, led by The Nine, is rising as a formidable power opposing the Syndicate system. Gradually you begin to piece together The Nine's sinister plans. It will require all your skills in strategy and assassination to take and retain your control of the situation, no matter which side you are on. Alien artifacts being discovered makes everything much more complicated. Everything you see on the screen can be destroyed, there are over 15 new weapons including nuclear grenades and time travel weapons; 3D rotating maps during gameplay; over 60 missions in more than 30 cities; you can play for the Syndicate or the Church. **IBM Requires:** 486/66, 8mbRAM, hard disk, SVGA, CD-ROM. IBM - \$30.00

## TAKE NO PRISONERS

**REDORB**  
A refreshing escape from all the me-too action games, from the creators of Hexen. This is a much deeper world than the typical Doom-style first person shooter. You are a Special Ops commando. Your objective is to break into the Dome - a massive underground facility. The game is a masterpiece of design, which allows you to implement more sophisticated attack and defense strategies. You can look top-down in real time. 3D level-rendered levels surround you with enemy targets, so you can know them away from above and below. Has many multiplayer missions, non-linear territories, and a 3D real-time level editor. The game is smarter, and include mutants, mechs, humans, psychos, yuppies, etc. And there are 21 different weapons, 22 different combat items, and 3 vehicles. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, 4zpCD-ROM, SVGA. IBM - \$90.00

## TERROR FROM THE DEEP

**MIC**  
Tense? Nervous? Terrified? You will be! The year is 2040. Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the world's oceans. You are the Commander of X-COM: the organisation committed to investigate the sea-based threat. But beware, these aliens are deviants, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites, sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater missions, where you lead your team to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. **IBM Requires:** VGA, hard disk, CD-ROM, 386 +, 6 mbRAM. \$30.00

## THE 3<sup>RD</sup> MILLENNIUM

**Cryo**

What will the next 500 years be like? You decide. In this game, Earth is divided into 260,000 lots which constitute a geopolitical mirror, giving a detailed global overview of existing resources and manpower. The players strategy choices include the economy, environment, society and science. From balancing the budget to taxing pollution, muzzling the press or forcing birth control, a wide range of political powers are at your disposal. But be careful, you don't want to lose the elections! Characters from different backgrounds will either help you or block you. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, hard disk, 4zpCD-ROM, SVGA. IBM - \$75.00

## THE FIGHTER COLLECTOR'S CD-ROM

**Lucas**  
The Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride. Add to this, you can easily calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - The Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighters. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed! This special version includes all the add-on mission discs. **IBM Requires:** 386/33 +, 2mbRAM, CD-ROM, hard disk, VGA, joystick IBM - \$40.00  
The Fighter Hint Book. \$40.00

## UPRISING

**Cyclone**  
A futuristic tank simulator where you also control other units that fight alongside you. A lone warrior rises up against an oppressive galactic power. Join your troops on futuristic battlefields in this intense blend of hand-pounding action and real-time strategy, with incredibly stunning graphics. Play from the perspective of a battlefield commander using your deadly assault tank, the Dread Overlord, to deploy troops, tanks, bombers, jet fighters, and other units while fighting alongside them. Set up and defend tactical bases, mine for power resources, build new weapons of destruction. Lead the war from planet to planet. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, 2zpCD-ROM, 1mbSVGA. \$90.00

## WARWIND III Human Onslaught

**SSI**  
Many years after the great conflict, much has changed on Yavua. Humans, reluctant colonists, are now part of the cultural diversity of this alien world. Fractured human loyalties have forged new human alien alliances, throwing opposing factions into bitter conflict. With new, larger, more mechanised units including Marine Assault Drones, Marine Helicopters, the Dreaded Overlord Two-Headed Giants, etc. Four campaigns with 46 scenarios. Each race is unique. New maps with new terrain graphics, and indigenous life brings the animated terrain to life. **IBM Requires:** Pentium 90, 16mbRAM, 2zpCD-ROM, 2mbSVGA. \$50.00

**Wing Commander Kilrathi Saga** This game includes Wing Commander I, Wing Commander II and Wing Commander III. The game is modified for Windows'95, no more DOS installation required. The game speed is also changed so that you can play on a Pentium. That's around 140 missions! **IBM Requires:** Pentium 60, 16mbRAM, hard disk, CD-ROM, SVGA, Win'95. \$50.00

## WING COMMANDER V: PROPHECY

**Origin**  
Continuing the story of Wing Commander IV, except instead of playing Christopher Blair, you now play a new, rookie fighter pilot 2<sup>nd</sup> Lt Lance Casey. You serve on board the neogarrison TCS Midway, when a menace appears from the shadows of the galaxy. The Empire's larger, more mechanised units possessing living fighters and ships. These terrifying aliens have destroyed everything and everyone in their path - can you stop them? You fly against fighters, all manner of capital ships, including three which combine together to make one huge vessel. The game still features cinematic, but these take a backseat to the flight simulator, so the game is more like Wing Commander II and III, rather than IV. There are over 50 missions, and the storyline changes according to how well you do on the missions. Looks brilliant, and still has 5 levels of difficulty. **IBM Requires:** Pentium 166, 32mbRAM, hard disk, 4zpCD-ROM, 2mbSVGA, Win'95. \$90.00

## X-COM APOCALYPSE

**Microprose**  
The ultimate strategy combat game. A substantial upgrade from the previous two X-COMs. You command elite X-COM troops as they strive to investigate and repel an alien invasion of Earth. By hiring scientists and engineers, you can research and manufacture new weapons, vehicles and armor. You must discover alien invasions of the planet, the alien homeworld and destroy their central control centre. **IBM Requires:** Pentium 75+, 16mbRAM, SVGA, CD-ROM, hard disk. \$80.00  
X-COM Apocalypse Official Strategy Guide. \$30.00

## X-WING COLLECTOR'S CD-ROM

**LUC**  
The original X-Wing Star Wars flight simulator combat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added. Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a retail editor that's commonly available on the Net. Without the editor, some missions you cannot get past unless you have an IO of 200 with the reflexes of a seven year old. **IBM Requires:** 386/33, 2mbRAM, CD-ROM, hard disk, VGA. \$40.00  
X-Wing Collector's Hint Book. \$40.00

## X-WING vs. TIE FIGHTER

**Lucas**  
One of the gaming adventures of the year. At last you can go head to head against other human players flying X-Wings and Tie Fighters. You can play against the computer or 8 human players over a null-modem, modem or the internet. Fly over 50 combat missions in 9 meticulously enhanced Star Wars starfighters. Engage in melees, taking on all rivals, to see who is the best pilot. Choose your craft and your weapons. Graphics are absolutely superb, and you don't have to pass some stupid flying academy before you can do the real thing, but there are training flights you can take that talk you through the various keyboard controls and weapons systems. You can play Imperial or Rebel. Capital ships are beautiful but much tougher than there were in the movie. Comes with 2 CDs for multi-player. **IBM Requires:** Win'95, 16mbRAM, 2zpCD-ROM, SVGA. \$80.00

## BALANCE OF POWER

**The one criticism of X-Wing Vs Tie Fighter** was that there was no campaign, just unrelated scenarios. This expansion CD is an all new story-driven campaign, one for the Imperials and one Rebel. There are 30 missions, which up to 8 players can play co-operatively. Seek out and destroy a Rebel shipyard, ravage a Super Star Destroyer. Looks great! \$40.00

## WATERWORLD

**Interplay**  
Based upon the movie. The polar ice caps have melted, sending out a tide of terror from the thawing of the planet. All that remains of civilization are warring factions of mutants which up to 8 players can play co-operatively. Command and defend a ragtag crew in a struggle to survive the watery wasteland Earth has become. Battle in 23 brutally-paced, real-time missions with warriors who become more deadly with each encounter. Master your forces over 3-D related terrain and lead offensive and defensive missions while fortifying your atoll using captured weapons and resources. Features footage not seen in the movie, and you can interact with the movie characters. **IBM Requires:** Pentium 90, 16mbRAM, SVGA, CD-ROM. \$72.00

# Fantasy

## AGE OF WONDERS

**EMG**  
Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of dark and evil. In this adventure where you will uncover wondrous ancient artifacts, awesome magical power, and the secrets of the shattered dark elven empire. Allows custom scenarios and single player campaigns. Twelve races with 14 units each. Over 50 heroes, 50 magical items, 100 spells. **IBM Requires:** Win'95, Pentium 90, 16mbRAM, SVGA, hard disk. Due Sept. \$90.00

## BETRAYAL IN ANTARA

**Sierra**  
Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered magics to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the shattered dark elven empire becomes embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. No other fantasy roleplaying computer game comes closer to Antara's magnificent 3D terrain and advance combat system. Features dozens of different creatures and villages, dozens of characters to interrogate, the unique 'Flashback' feature to replay discussions at any time; you control a party of four characters, etc. **IBM Requires:** 486/100, 16mbRAM, 4zpCD-ROM, Win'95, SVGA. \$90.00  
Betrayal in Antara The Official Strategy Guide Hint Book. \$30.00

## BLOOD

**GTI**  
You won't find this game on my computer - it's a Doom-style game focusing on blood - blood everywhere. The dark god who betrayed you sends unlimited minions to stop your trail of revenge, and you spatter their blood everywhere, while they spatter the blood of innocent civilians everywhere else. The graphics are

extremely gory and really, really off. Also features bleeding walls, you can shoot everything on the screen, trees, walls, there are slanted walls, ceilings, floors, a map editor, secret levels, and exhibition battles - oops, guess you can't win, and free agents claiming options, instant replay and exclusive 'Sky-Eye' Blimp can't, single or two player competition, lead to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl were nuts on this game. **IBM Requires:** 486+, 4mbRAM, SVGA, hard disk, CD-ROM. New out of print - we managed to grab some more stocks - at special! \$30.00

## BLOOD BOWL

**MIC**  
The popular miniatures board game has been recreated very faithfully as an action computer game. With 8 authentic Blood Bowl teams with original flight songs, league, season, and exhibition battles - oops, guess you can't win, and free agents claiming options, instant replay and exclusive 'Sky-Eye' Blimp can't, single or two player competition, lead to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl were nuts on this game. **IBM Requires:** 486+, 4mbRAM, SVGA, hard disk, CD-ROM. New out of print - we managed to grab some more stocks - at special! \$30.00

## BLOOD OMEN: Legacy of Kain

**Activision**  
Revenge. You can almost taste it. You desire vengeance. You lust for blood. You are Kain. Your enemies killed you in the act of treachery. But through the blackest sorcery, you have returned - as a vampire. For sustenance, you must feed on the living. For revenge, you will exact the darkest of fates upon your murderers. An epic roleplaying adventure. With thousands of SVGA screens. 100+ hours of adventure. 170 enemies to fight. 25 minutes of full motion 3D animation. **IBM Requires:** Pentium 100, 16mbRAM, 4zpCD-ROM, SVGA, hard disk. \$90.00

## CAMPAIGN CARTOGRAPHER - New

**PRO**  
Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, hatwheels, coastlines, etc). Gives you a single, thick 240 page manual. Tutorials run through creating a map of drawing your map and placing various items. (It was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, and temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The ones with lowest detail, like mountains, forest, etc, is the first one you give to player characters when they start a new campaign. And being able to print maps from any zoom level is a great bonus too. **IBM Regs:** hard disk, 3.5" FDD, SVGA, Windows'95, Pentium 60, 16mbRAM. \$129.00

## DUNGEON DESIGNER

**Sierra**  
An add-on for CC. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. **Requires as above.** **IBM - \$50.00**

**CITY DESIGNER** Add-on for CC. The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. **Requires as above.** **IBM - \$50.00**

## CC-FONTS

A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrillic fonts, Astrological, Modern Mapping and Meteorological symbols. **\$30.00**

## CC-PERSPECTIVES

Campaign Cartographer has gone 3D with a sensational new add-on that adds a whole new dimension to your role playing. Gives you a simple, yet stunning tool for drawing and printing realistic 3D designs. Map your own 3D landscape, create convincing buildings, make your game playing easier and more realistic with just a few mouse clicks. **\$75.00**

## CC-PRO

Adds a whole array of super-powered commands to make your drawings faster and easier than ever before. Using the new icon bar you can zoom anywhere, drag, drag, drag. Control windows, select layers, fill styles and line styles even in mid-command. **\$85.00**

## CAVE WARS

**AH**  
Cave Wars puts you into a subterranean fantasy world of vicious combat and empire building. Each player starts with one city deep below the surface of a hostile planet. Beginning with primitive weapons, a small knowledge of magic and a diminishing supply of metal, you must explore, expand, mine, and conquer to survive. Build better weapons, learn to forge stronger metals, improve your army, build catapults, cannons, right up to rocket launchers. With up to 4 human or computer opponents, it's pretty good. Actually, **IBM Requires:** 486/33, 8mbRAM, CD-ROM, SVGA, Microsoft compatible mouse. \$70.00

## DAGGERFALL: Elder Scrolls II

**Bethesda**  
The second chapter in the highly acclaimed Elder Scrolls role playing series. An opportunity to adventure in total freedom within a world where your destiny is of your own making and consequence evolves from your decisions. Features the largest role playing world ever created for the computer. Adventure through thousands of cities, villages, dungeons, graveyards, ruins, castles, shrines and farms. Interact with thousands of characters, both in dialogue and action. Involve yourself in a complex world of constantly evolving political intrigue. Own property and shops, participate in the politics of guilds, and even become a character or even create a unique character class. Participate in numerous large-scale complex quests or venture off on your own. A multiple path story, with several different endings. **IBM Requires:** 486/66, 2zpCD-ROM, VGA, 8mbRAM, hard disk, DOS 6.0 +. \$40.00  
Daggerfall Unauthorised Strategy Guidebook. \$30.00

## DIABLO

**BLIZ**  
This is a very popular game. You embark on a quest to destroy the lord of all evil Diablo. Feed the terror of a world held in the grasp of the lord of all evil. Over 200 different monsters inhabit this ever changing world. Storm Diablo's halls as either warrior, sorcerer, or rogue, each with unique skills and abilities. March through endless lands with flowing lava, burning sulphur, medieval villages, etc. Up to four players can unite to destroy Diablo via Internet, network, or two via head-to-head. The game offers unprecedented replayability, as everything you play, Diablo creates a unique labyrinth. With spine-chilling SVGA graphics, 3D modelling characters from a semi-top down 3D view, real time lightning effects, etc. **IBM Requires:** Pentium 60+, 8mbRAM, SVGA, hard disk, CD-ROM, sound. \$90.00  
Diablo Official Strategy Guidebook. \$30.00

**Hellfire** Na-kul, Diablo's strongest ally, has decided to destroy Diablo and hell himself, and gathering together a small army of never seen before monsters, he now poses a threat almost as deadly as Diablo himself. So up against Na-kul you go! With 29 new foes including a lich, undead, skeleton sorcerer, gargoyle, digger, hork, and even a 30 foot tall, 1000 lb. ogre. Includes a lightning wall and warp: a new character class, the monk, and all new randomly generating levels. **\$60.00**

## DIE BY THE SWORD

**Interplay**  
The catacombs are not an inviting place for an adventurer, only one who knows how to use their perils to his advantage can hope to survive. While some adventures have been trampled flat by the monsters, the catacombs are full of hills and crevices. Go up against kobolds, orcs, skeletons, tritrogolites, interactive terrain. Traps, poisonous darts, plants that heal wounds, there are multiple solutions. Features a semi-top view or sworp in and possess your minotaur. **IBM Requires:** Pentium 100, 16mbRAM, CD-ROM, SVGA, Due April. \$90.00

## DREAMS TO REALITY

**Cryo**  
Prepare yourself to live out your most bizarre dreams. Astonishing real-time 3D graphics make it possible. Fly, backstroke, fly, backstroke and backflip your way through over 100 wild game sets to find and wipe out evil. 100 kinds of really weird monsters. 17 kinds of magic powers including the option to double yourself. **IBM Requires:** 4zpCD-ROM, 16mbRAM, Pentium 90, SVGA. \$75.00

## DUNGEON KEEPER

**Bullfrog**  
This is dungeons and dragons from the dragons perspective! You are the dragon and your dungeon is dark and foul and slimy, just the way you like it. You've got a fully stocked torture room, a prison for your helpless captives, and a workshop where the black huts cranking out cogs for your war machine. Look down using a 3D isometric view or sworp in and possess your minotaur. **IBM Requires:** Pentium 90, 16mbRAM, SVGA, hard disk, CD-ROM. \$90.00  
Bullfrog's Official Guide to Dungeon Keeper. \$30.00

**The Deeper Dungeons** New mission disk which includes fifteen new single player levels, fifteen new multi-player levels, new dungeon graphics, and improved AI. **Requires as above.** **\$45.00**

## DUNGEON MASTER II

**INT**  
Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeons walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. **IBM Requires:** 386+, 4mbRAM, hard disk, CD-ROM, VGA. \$30.00



## Dungeon Master II Official Adventurer's Hint Book

\$30.00

## ECSTASTICA II

Wellcome to a world of magic, traps and danger, of graphical glory and fast, frenidish gameplay. Using unique graphics technology, this game places you in a vast gaming world that'll keep you in its spell for a long, long time. With over 1,100 camera views, superbly animated characters and a huge array of magic weapons, this is an exceptional action adventure from one of the most creative teams around. Incredible landscapes, mysterious puzzles, and vicious hand-to-hand combat. gorgeously animated characters and grisly special effects, all the dark, brooding atmosphere of approaching evil...**IBM Requires: Pentium 60+, 16mbRAM, 256CD-ROM, SVGA, hard disk.** \$30.00

The Official Strategy Guide to Ecstastica II

## FANTASY GENERAL

This game looks magnificent. It is a fantasy wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from the most creative teams around. Incredible landscapes, light infantry such as skeletons, auxiliaries, javelins, rangers; cavalry include lancers, centaur knights, unicorns, cataphracts; sky hunters such as eagles and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins, siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. **IBM Requires: 386/40+, 5mbRAM, VESA SVGA, CD-ROM, hard disk, mouse.** \$50.00

Fantasy General Hint Book

## HEROES OF MIGHT &amp; MAGIC

**HEROES OF MIGHT & MAGIC COMPENDIUM** Includes Heroes of Might & Magic I and II and The Price of Loyalty expansion. **M&M II:** Lord Ironfist is dead and the Kingdom is plunged into a vicious civil war by his feuding sons. At stake is the ultimate prize: control of the land and succession to the royal throne. Will you support the villainous usurper and lead the armies of evil, or will you be loyal to the righteous prince and deliver the people from tyranny. Features an unusually interactive campaign storyline. With 40 campaign scenarios (twenty each for good and evil), tons of new skills, spells and artifacts, 65 heroes, 66 monster types; expanded interactive battlefields with enlarged combat maps. **The Price of Loyalty Expansion Pack** Four new campaigns and a slew of critical enhancements. Discover new heroes and artifacts as you explore and conquer 24 new campaign maps and numerous stand alone scenarios. New cinematic scenes, new heroes, events and artifacts. **IBM Requires: 386/40+, 5mbRAM, VESA SVGA, CD-ROM, hard disk.** \$30.00

The Official Strategy Guide to Heroes of Might &amp; Magic II

## HEXEN

This is *Hexen* for the Playstation. It is a Doom-style game set in a fantasy world filled with monsters, magic, and dungeons. **Playstation only.** \$99.00 **IBM - \$30.00**

## HEXEN II

The much awaited sequel is here at last, this time built upon *Quake's* engine, to give the most realistic, detailed environment ever seen in 3D gaming. The Four Horsemen of the Apocalypse lurk in the shadows before you. They are the root of all that is evil. They are the least of your worries. The last known serpent rider, Eidolon, lives. As the Necromancer, Assassin, Crusader or Paladin, you must defeat the dark generals and their hell-spawned legions before they can free the Archfiend and attempt to end his ravens onslaught. With 32 new weapons, as you gain experience you gain more hit points and extra abilities for your character class, fight four stunning worlds, Medieval, Egyptian, Mesopotamian, and Roman. Smash stained glass windows, collapse structural beams, pursue trees, the bulls and decks of the entire Balcutha, etc. **IBM - \$90.00**

Prima's Hexen II Unofficial Game Secrets Hint book.

## GOLDEN GATE

In the league of *Myst*. Immerse yourself in the enigma of time. Seek your fortune and peace of mind. New architecture technology allows for non-linear play and free movement through a two-system 3D environment. Discover the secrets of time and magic of San Francisco. Combine your research and cunning logic to unravel layer upon layer of this wildly intriguing vortex of mystery, magic and fear. This is a first person adventure with full motion video. Travel through ethereal shadows, the halls and decks of the entire Balcutha, etc. **IBM Requires: Win'95, 256CD-ROM, SVGA, 16mbRAM, 486/66.** \$70.00

## KING'S QUEST COLLECTION II

With ten games, including - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest 7, The Colonn's Request, The Dagger of Amun, and the Wind-Up Mother Goose Deluxe. **IBM Requires: 486/25, SVGA, 8mbRAM, 256CD-ROM.** \$75.00

## LANDS OF LORE II Guardians of Destiny

A stunning fantasy graphic adventure. Imagine a world of intense beauty and mortal danger where your slightest move can trigger cataclysmic events, miraculous escapes or lethal battles. See magical cities rise out of great oceans. Enter the misty caverns of the Dreamworld. Discover the ancient, gruesome altars and witness secret ceremonies never before. The highly reactive environment allows the player full 360 degrees movement, including the ability to look up and down. Has over twenty epic realms to explore. **IBM Requires: 16mbRAM, 456CD-ROM, hard disk, Pentium 90, SVGA.** **IBM - \$90.00**

## LORDS OF MAGIC

Sequel to *Lords of the Realm II* - except its fantasy this time! A world inhabited by Elves, Dwarves, Gnomes, Fairies, Gigs, Dragons, and other creatures. The evil Lord Balthor has discovered an ancient artifact that has given him great power. He has formed a pact with the Barbarians and is rampaging all the lands. Being one of the Free Peoples of the Realm, you must assemble the King's army and defeat the Lord Balthor and turn back resource management. You develop and train wizards, warriors, thieves, and many other allies. You can even play as Balthor. With 80 different animated creatures/rares from skeletons to dragons, 160 spells, and 400 paths to victory, trade anything from creatures to entire cities via a comprehensive battle system, etc. **IBM Requires: Pentium 100, Windows '95, 16mbRAM, hard disk, 456CD-ROM, SVGA.** \$85.00

## MAGIC THE GATHERING

The computer game of Magic, the Gathering, being designed by Ted Miller and Richard Garfield. The world's favorite strategy card game comes to life on your computer. Cast spells and enchant creatures as you marshal your forces on a magical battlefield. Socratic advisors provide ready guidance in rich multimedia style. Refine your card selection and assemble the Killer Deck. Play the role of an expert young wizard in your quest to banish all evil from the realm of Shandalar. Challenge the computer's AI to a match in the Duel at any time. SVGA hi-res graphics showcase nearly 400 pieces of fantasy art from the real cards. Features over 400 cards, including 20 powerful out-of-print cards like the Black Lotus and the 12 new Astral Set. **IBM Requires: Windows '95, Pentium, SVGA, 8mbRAM, hard disk.** **IBM - \$60.00**

**Magic the Gathering Spells of the Ancients** Return to an age when the masters of the game duelled with legendary cards such as the Jazani Djinn and Juggernaut. Double the challenge with on-the-spot deck construction in a sealed-deck tournament. Features 143 new cards from the Unlimited, Arabian Nights and Antiquities sets. Newer, deadlier AI decks - the computer has 60 new prebuilt decks. **Requires as above.** **IBM - \$30.00**

## MAGESLAYER

A navelquest 3-D roleplaying fantasy quest from the creators of *Hexen*. Choose to play as one of four death-dealing Mageslayers, each with unique spell attacks and individual attributes. 3D environments are heaving with diabolical traps and mysteries. There are five distinct worlds of intense action, from the sludge wastes of the Sewers to the endless horrors of the Tombs. **IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, 1mbVideo Card.** \$90.00

## MEGASIXPAK

Six games in one box. *Terra Nova* where you take charge of a crack unit of Strike Force commandos in 39 science fiction missions: *Fantasy General*, *Actua Soccer* (this ain't fantasy!) *Comanche*, where you fly the RAH-66 helicopter (this ain't fantasy either). *Chase Overlord*, where you try to control a city; and *Magic Carpet 2*. **IBM Requires: Pentium, CD-ROM, 8mbRAM, SVGA.** \$80.00

## MEGAPAK 7

Contains ten earthwarming games on eleven CDs. The games are: *3D Ultra Pinball 2*, *Casual II*, *Earthworm Jim*, *Road Rash*, *Creature Shock*, *US Navy Fighters*, *Generators*, *Missile Command*, *Cherubs*, *Air Chase*, and *Heroes of Might & Magic*. **IBM Requires: 486/66, SVGA, 8mbRAM, Win'95, hard disk.** \$90.00

## MIGHT &amp; MAGIC TRILOGY

The perfect compilation for novice and expert players alike - 3 real role playing epic in one. Prepare to be awed by the Might and Magic by the Might. Includes a bonus never seen before. *Sword of Xeen*. The trilogy includes *M&M I*, *M&M II*, *M&M III*, *Terra*, *M&M IV*, *Clouds of Xeen*, and *M&M V*. **IBM Requires: CD-ROM.** \$50.00

Might &amp; Magic Compendium Hint Book

## MIGHT &amp; MAGIC VI

The Infinitum Dynasty is teetering on the brink of ruin. As endless calamities plague the kingdom of Enroth, evil doomslayer cultists plot to overthrow child Prince Nicolai and claim the throne for their own charismatic leader. From the depths of the deepest dungeons, to the intrigues of the royal court, you will lead a band of adventurous groups of amazing depth and intelligence. With a new linear story-line. **IBM Requires: Pentium 100, Win'95, 16mbRAM, 456CD-ROM, SVGA, hard disk.** Due March. \$90.00

## RIVEN - The Sequel to Myst

Enter a deceptively beautiful world torn apart by age-old conflicts...bros secrets lie hidden in every turn...and nothing is as it seems. You must search. You must explore. You must summon every spark of intellect and intuition. Only then will you learn the truth about this troubled land and its inhabitants. You must let Riven become your world, before an entire world is lost. With absolutely stunning SVGA graphics for a million PCs. Only your courage and sense of humor will be a number of pathways to choose. **IBM Requires: Win'95, Pentium 100, 456CD-ROM, SVGA, hard disk.** **IBM - \$99.00**

## MYTH - The Fallen Lords

The first real-time strategy game set in a truly real-time strategy game set in a truly 3D world. For the first time a game of battle actually looks and feels like you're down in the trenches, hand-to-hand with the enemy. You command many types of warriors, from a handful to hundreds at a time, who battle with steel, fire and supernatural powers. Their enemy: the Fallen Lords, a band of ancient and terrible sorcerer-generals who lay waste to the land with legionary viciousness and tireless undead. With stunning 3D landscapes, great animations of units in combat, water splashes, the ground is charred, etc. **IBM Requires: Win'95, Pentium 100, 456CD-ROM, SVGA, hard disk, 16mbRAM.** **IBM - \$90.00**

## NETSTORM Islands at War

Looks like a weird fantasy *Command & Conquer*. You battle over islands that float in the sky on an alien planet, Nimbus. One island is yours to command. Bridge the heavens to enemy islands and annihilate the opposition. Capture and sacrifice enemy high priests to gain power. Select your units and see what your workshops are producing. Utilize your resources to create your war machines. There are 22 single player missions, and multi-player capabilities too. **IBM Requires: Pentium 90, 256CD-ROM, 16mbRAM, SVGA, Win'95.** \$90.00

## ODD WORLD Abe's Odyssey

Calling this weird game *Oddworld* is an understatement! Meet fascinating, ugly, weird, warped Oldworld inhabitants. You play Abe, who has no weapons and is at the bottom of the food chain, but he does have some special powers, if you can find them. You can speak with the many creatures, you can play hide and seek with them. You can control other characters if you are clever and use them as living weapons. Puzzles are integral to the game. Abe has infinite lives - and you'll need everyone of them. Scrabs and Parmites can do Abe in, explosives can cause problems too. The game is non-linear, with multiple endings. *Looids* weird but fun. If you fail, you'll be eaten. **IBM Requires: Pentium 120, 16mbRAM, Win'95, 456CD-ROM, SVGA, hard disk.** \$90.00

## P.Y.S.T.

The best selling CD-ROM game of all time is not this game. It's not the real game, it's not the real publisher - it's a parody! (Of *Myst*, of course!) No one was there. Yet everyone came. Journey to P.Y.S.T. Island, a place that has become a tourist trap for millions of PCs. Only your courage and sense of humor will help you discover the secret...that there is no secret. Shhh! Don't tell anyone! This is definitely not your average computer game! **IBM Requires: 486/33, Win 3.1+, 8mbRAM, 256CD-ROM, SVGA, hard disk, mouse.** \$20.00

## REDGUARD Elder Scrolls Adventures

You play Cyro, a Redguard mercenary who returns to the province of Sirois in search of his lost sister. You'll encounter pirates and all sorts of colorful people and creatures. Your adventures have you escaping from death traps, jumping across chasms, discovering Dwarven ruins, and tons of sword fighting. The game features two system 3D environments. The game is a first person adventure. Featuring a lavish 3D city. **IBM Requires: Intel Pentium Processor, 16mb RAM, hard disk, SVGA, 456CD-ROM.** Due February. \$90.00

## SHIVERS II Harvest of Souls

Look fear in the eye with this game that allows smooth 360 degree scanning of panoramic views. Unmask the evil of an ancient curse. You find a note, and it says, "and another couple. I'm convinced that someone or something is alive. I'll see a movement in the shadows, or feel a breath on my neck. But then it's gone. Whatever it is, it's lurking near - waiting for me...I've uncovered another piece to this mystery, but an reluctant to write it here. Since you're reading this, you've ignored my warnings to leave - but I beg you - get out of Cyclone now. Must go, someone's coming." Features surprisingly different endings, and puzzles that change for each game. Deliver the ultimate in replayability. With an original soundtrack of music and rock videos, and directionally specific sound, all integral to the mystery and its solution. **IBM Requires: Win 3.1+, 486/66, 12mbRAM, hard disk, 256CD-ROM, SVGA.** \$60.00

## THE BEAST WITHIN

Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murders through to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. **IBM - CD-ROM, 486, 8mbRAM, SVGA, IBM - \$50.00**

## THE TONE REBELLION

Your goal is to guide your tribe of floaters from their home island, explore the cluster of islands that comprise your world, find the hiding place of the Leviathan, and defeat it. Real time tactics and sound. Only your attitude and sense of humor will help you survive in this stunning immersive environments. **IBM Requires: Win'95, Pentium 90, 456CD-ROM, 16mbRAM.** \$90.00

## THE TROPHY CASE

Three games in one, all by Sirtech. The first is Juggled Alliance #1, where you lead a team of tough mercenaries on a variety of missions, each character having a unique personality and often a bad attitude; the second is *Druid*, a Demons of the Mind, a sprawling fantasy role play adventure; and *Realms of Arkana*, Star Trail, another epic fantasy adventure. **IBM Requires: 486/33, 4mbRAM, CD-ROM, SVGA, hard disk.** \$60.00

## THE TROPHY CASE II

Three games in one, all by Sirtech. The first is Death Gate, where you explore the dark realms of the Death Gate novels; the second is *Companions of Xanth*, where two demons battle for ultimate control; and *Shannara*, another epic fantasy adventure based on Terry Brooks' books. **IBM Requires: 486/33, 4mbRAM, CD-ROM, SVGA, hard disk.** \$60.00

## TOMB RAIDER

Adventurer Lara Croft has been hired to recover the pieces of an ancient artefact known as the Scion. With her fearless acrobatic-style, she runs, jumps, swims and climbs her way toward the truth of its origins and powers - leaving only a trail of empty tombs and the ancient You must travel through treacherous terrain, falcon impervious puzzles, and battle packs of wolves and other enemies. You need more than fast moves and quick wits. This book is your survival guide! **IBM Requires: Pentium 60+, 8mbRAM, SVGA, hard disk.** \$50.00

## ULTIMA ONLINE

This game cannot be played by itself. It can only be played online over the internet. Enter the magical world of the Ultima Online. A world with spells and monsters, quests and heres. A living growing world where thousands of real people discover fantasy and adventure. The world is persistent. Life goes on and events transpire whether you're logged in or not. Come and go as you please. Britain will always be there when you return - but it won't be the same as when you left. Your appearance, abilities and personality are your own. Has a virtual economy and ecology. **IBM Requires: Win'95, Pentium 133, 16mbRAM, 456CD-ROM, Internet connection only.** \$90.00

## WARCRAFT II Tides of Darkness

Return to the world of Warcraft, where the battle between the evil orcs and noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues. Supports 2-8 players via network, one player against the computer, or two players via modem or LAN. Includes a map-builder, command new weapons of war including dragons, submarines, air-balloons, elite archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. **IBM Requires: Win'95, Pentium 100, 456CD-ROM, 8mbRAM, IBM - \$80.00**

Warcraft II Official Secrets &amp; Solutions Official hint book.

Warcraft II Expansion Set The humans must venture

## NEW

beyond the Dark Portal into the dark, uncharted lands of the orish Hroth. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. **IBM Requires: as above.** \$50.00

**WIZONE** Over 50 complete, new, custom designed battlefields for Warcraft II. Featuring combat on land, sea and air. **IBM Requires: as above.** \$90.00

**WARCRAFT BATTLE CHEST** A massive boxed set that includes Warcraft I, Warcraft II plus Warcraft II Expansion Set. \$125.00

**WIZONE II Retribution** Over 50 new authorised battlefields. \$50.00

## WARCRAFT Lord of the Clans

The pivotal next chapter in the epic Warcraft saga. Players return to the land of Azeroth as Thrall, a young vulture orc robbed of his heritage after being raised in servitude by humans. Destined to reunite the disbanded orish clans, he must escape the humans' shackles and return the orcs to dominance. More than 60 stunning locations within seven Azeroth regions. Over 70 animated characters including many familiar faces. **IBM Requires: Pentium 90, SVGA, 256CD-ROM, hard disk, Win'95 or DGE 2.22, 16mbRAM.** Due Feb. \$50.00

## WARLORDS III

The popular epic fantasy game of strategy and conquest is back in an all new third edition. Powerful wizards arise to contend for power and build a new empire. Zombies, elementals, and other unspeakable beings array against heroes, warriors, and mages, humanity's last and best hope. Using shrewd strategy, fierce fighting skill, powerful talismans and ancient magic, you may conquer all of the other wizards and cities to become the greatest Warlord of all. You command heroes and armies in a semi top-down view, and a unique simultaneous mode shows each army's actions in real-time. Over 80 animated heroes, warriors and creatures. Powerful computer AI. Random map generator. Cast magical spells. And a campaign mode. Good fun playing against the computer or against human opponents. **IBM Requires: Win'95, Pentium 75, 16mbRAM, 456CD-ROM, SVGA.** \$90.00

Warlords III The Official Strategy Guide Hint book.

## WARHAMMER Shadow of the Horned Rat

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds, there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; and there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy Miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gryphon Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Drive Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarves, Skaven, Orcs, Goblins, & Monsters. **IBM Requires: Windows 3.1, 486/66, 8mbRAM, SVGA, IBM - \$50.00**

PlayStation - \$80.00

## WARHAMMER FANTASY - DARK OMEN

Set in Games Workshop's Warhammer Fantasy Universe. In the forest forests of the Empire, a Morgoth-like lord leads the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds, there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; and there is a complete campaign. All the troops statistics are straight from the Warhammer Fantasy Miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gryphon Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Drive Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Races included are the Empire, Elves, Dwarves, Skaven, Orcs, Goblins, & Monsters. **IBM Requires: Windows 3.1, 486/66, 8mbRAM, SVGA, IBM - \$50.00**

PlayStation - \$80.00

## WITCHAVEN II Blood Vengeance

The great witch, Circe-Argho, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you kit up in your armor and weapons, and embark on this DOOM-style game. You can duck, jump and fly. There are arches, shadow floors, cathedral ceilings, forests, and murky crypts. New spells and weapons, new enemy. Stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! **IBM Requires: 486/66, 8mbRAM, VGA, hard disk, CD-ROM.** \$50.00

## ZORK GRAND INQUISITOR

Expert puzzle-solver and treasure hunter sought for recovery of three sacred treasures. Rediscover the magic of Zork, visit the famous landmarks that made Zork famous. Enlist the aid of three fantastic characters on your magic quest: a wizard, a Bruegan, and the Griff. Experience the wit and unpredictability of the Underground, a wise-cracking Dungeon Master, a fish with an attitude, and a subway system with no brakes. You have unprecedented 360° freedom. **IBM Requires: Pentium 90, Win'95, 456CD-ROM, 16mbRAM, SVGA.** \$80.00

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PlayStation - \$80.00



# 30 Computer Games

The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB#1 you experience the AD&D world like never before, in EOB#2 the highest adventure includes a forest, temple, catacomb and three huge towers. In EOB#3 you are transported to the ruined city of Myth Drannor. **IBM: CD-ROM, \$60.00**

**AD&D FORGOTTEN REALMS ARCHIVES** **SSI**  
A compilation of 12 Forgotten Realms computer games. These are: Pool of Radiance, Hillsfar, Curse of the Azure Bonds, Secret of the Silver Blade, The Darkening, Eye of the Beholder I, 2 & 3, Dungeon Hack, Gateway to the Savage Frontier, Treasures of the Savage Frontier, & Menzoberranzan. **IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$90.00**

**AD&D MASTERPIECE COLLECTION Bonus** **SSI**  
Six AD&D titles in one box. Dark Sun Shattered Lands, Dark Sun Wage of the Ravager, Ravenloft Strahl's Possession, Ravenloft Stone Prophet, Forgotten Realms Menzoberranzan and Al-Qadim Genie's Curse. The bonus is that all the hint books for these games are included free on the CD-ROMs. **IBM Requires: 386/40+, 4mbRAM, VGA, hard disk, CD-ROM. \$60.00**

**AD&D ULTIMATE FANTASY** **SSI**  
Five AD&D titles in one box. They are Dark Sun, Shattered Lands, Fantasy Empires, Dungeon Hack, Stronghold, and Unlimited Adventures. **IBM Requires: 386+, CD-ROM, 2mbRAM, hard disk. \$50.00**

## Miscellaneous

**ADIDAS POWER SOCCER** **Psychosis**  
Play your way to the top using strategy and skill, or kick hard and foul your way to success in this king of the soccer games! Multiplayer action via Modem, Serial, IPX Network (1 copy of game needed for each player). Exclusive Adidas Dream Team, Friendly matches, tournaments and league series. Realistic simulation and all-action arcade modes. Stunning realism and non-stop playability. **IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 2xPCD-ROM. \$60.00**

**AFL '98** **EA Sports**  
This is AFL, the EA Sports way, the exclusive official AFL license featuring real teams and real players. Has all 16 AFL teams with 336 players, a 3D Virtual Stadium, commentary, spectacular marks, tackles, collisions, several types of matches, accurate player performance, etc! **IBM Requires: Pentium 90, 16mbRAM, 2xPCD-ROM, SVGA, hard disk. \$90.00**

**ALL-NIGHTER: Anthology 2** **Various**  
Six great titles and six hot demos. The six games are: BackThorne, the ultimate showdown between good and evil; BattleChess, SimCity, Castle II Siege and Conquest, the game of castle warfare; Cyberia and Frankenstein the Monster where you play the monster! **IBM Requires: 486/66, 8mbRAM, SVGA, CD. Due July. \$60.00**

**BROKEN SWORD II** **Virgin**  
An animated adventure. Intrepid adventurers George and Nico are embroiled in yet another mysterious escapade of brutality, calamity and immortality in this sequel. The discovery of a sinister drug ring reveals an arcane power of an ancient civilization. Kidnap, stolen treasure, astronomy and deadly drug barons are the least of your worries. **IBM Requires: Win '95, Pentium 486/66, \$60.00**

**EA SPORTS: CRICKET '97 Ashes Tour Edition** **EA**  
This edition includes the Australian and English Ashes teams, new commentary from what's 'is face, enhanced game play and realism, true 3D stadium, instant replays, option to play with and against your own custom created teams, etc. **IBM Requires: Pentium 90, 16mbRAM, CD-ROM, SVGA, hard disk, Win '95. \$50.00**

**CARMAGEDDON** **SCI**  
This game is sick and demented, got a lot of bad publicity, and hence is also very popular. (But you won't find it on my computer!) This is the nastiest driving game in the world. Fit your wheels and wheels against 25 maniac drivers over 36 formidable race circuits in your quest to become the King of Carnage and the Prince of the Pile-up. You actually get points for running down pedestrians and farmyard animals. You can exchange these points while driving to repair damage or get better features. There is total freedom to explore every circuit in all its detail looking for hidden bonuses, traps, trouble, burn, skid and jump in glorious 3D. Also supports multiplayer. (And it's really, really sexy.) **IBM Requires: Win '95 or Dos 6.2, Pentium 75+, CD-ROM, SVGA, 8mbRAM, DOS, 16mbRAM Win \$50.00**

**Carmageddon Splat Pack** **Eighteen new tracks, 15 new cars, 5 new environments, and more network levels. Requires as above. \$50.00**

**CHAOS ISLAND Jurassic Park** **DW**  
Based on the film *The Lost World, Jurassic Park*. Evil hunters are trying to take over the lost world, and it's up to you to stop them. To do it, you'll have to collect eggs and raise an army of fighting dinosaurs. But watch out for hungry dinosaurs loose on the island and well armed evil hunters. Build an army of dinosaurs including T-Rex and Raptors. Fight your way through 12 different bone crunching real-time missions. 3D animation is very good. **IBM Requires: Pentium 60, 4xPCD-ROM, 8mbRAM, Win '95, SVGA, hard disk. IBM - \$65.00**

**COMBAT CHESS** **empire**  
Includes a chess engine written to Grand Master standard by a world champion chess programmer, with several levels of play. You can use traditional pieces, or you can use animated pieces, with over 600 animation sequences of when they fight, such as a Black Knight turning White Pawns into Jelly, the Queen headbutts the enemy king. **IBM Requires: Pentium 90, 8mbRAM, 2xPCD-ROM. \$70.00**

**CONSTRUCTOR** **Acclaim**  
The most original strategy game ever devised - a compelling mix of tactics, action, humor, 3D graphics and dirty tricks. One to four players compete against a computer or each other to become millionaires. As a property tycoon, your ultimate aim is to control the city. Backed by bankers or loan sharks, you create industries, services, housing and even the inhabitants. As competition for land grows, so can the frustrations of your tenants, giving you and your opponents even great stress. **IBM Requires: 486/66, 8mbRAM, 4xPCD-ROM, SVGA. \$90.00**

**DIE-HARD TRILOGY** **BLIZ**  
Three adventures in three times the action! You're at the centre of three totally different, thrill packed adventures, taken from the three Die Hard movies. With over 30 different levels, with a 3D interface. Fight your way to rescue innocent hostages in a skyscraper; arcade shooting at its fastest and finest as you eliminate terrorists at Dulles Airport; simulated driving adventure as you race through New York City to find hidden bombs. **IBM Requires: Pentium 120, 16mbRAM, CD-ROM, Windows '95, SVGA. \$50.00**

**F1 RACING** **Ubisoft**  
Experience racing for your PC with almost photo-perfect graphics. A behind the scenes look into the exhilarating world of F1 Teams. Learn the tricks of the trade, and the know how needed to get the perfect racing line to stay in pole position. State of the art technology and exact track physics mean that you have to be the best to beat the best! With more than 30 options for tuning your ultimate racing car, 3 skill levels. **IBM Requires: Pentium 120, 16mbRAM, hard disk, SVGA, CD-ROM. \$85.00**

**FIFA '98** **EA Sports**  
The EA Sports game of the Soccer 1998 World Cup. Has 172 international teams from 6 zones, 16 international stadiums, precision player and ball control, new motion captured players & moves, 4,500 players, five ways to compete, network or modem play, etc. **IBM Requires: Win '95, 16mbRAM, Pentium 100, CD. \$90.00**

**FLIGHT SIMULATOR '98** **Microsoft**  
The world leader in flight simulation for the PC pushes technology and realism beyond the horizon. With a global database of scenery and airports, pilot-tested flight models, detailed instrument panels, and a fleet of challenging aircraft including helicopters, planes and jets, this is as real as it gets. 3-D acceleration and MMX technology put scenery into electrifying new dimensions. **IBM Requires: Win '95, 8mbRAM, 486/66, 2xPCD, MMX optional. \$90.00**

**FULL THROTTLE** **LucasArts**  
A re-release of the classic. Motorcycles, mayhem, murder - a heavy metal adventure. **IBM Requires: 486/33, 8mbRAM, hard disk, SVGA, CD-ROM. \$40.00**

**GRAND THEFT AUTO** **BMG**  
Experience for yourself every classic car chase ever seen. Race at breakneck speed through an immense, living city, out-running and out-witting rival gang members, mercenaries, hired killers and an entire police force. Features a unique, zoning, up-down view, over 6,000 km of freeways, backstreets, roads, etc. Open ended mission structure. Hidden missions, secret areas, insane power ups, etc. **IBM Requires: 486/100, CD-ROM, 16mbRAM, SVGA. \$90.00**

**GRAND PRIX 2** **MicroProse**  
This is not a racing game. This is your in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cards, all the circuits. The game includes every aspect of the real grand prix experience: in-depth car set-ups, practice and qualifying sessions, etc. With all 16 1994 world class multi-layered strategy, full lap replay, serial link and modem capable. **IBM Requires: 486/66, 8mbRAM, VGA or SVGA, CD-ROM, hard disk. \$50.00**

**HOWZAT World Cricket Quest** **Mindscape**  
Recreates all the excitement and aura that surrounds worldwide cricket. With nine cricketers nations plus a super world XI team. Select an 11 man squad from any of the 18 players for any nation. Player profiles with full batting and bowling statistics. Multiple offensive and defensive batting shots. Varying delivery options for pace or spin bowling plus mystery ball, etc. **IBM Requires: Pentium 75, 8mbRAM, 2xPCD-ROM, SVGA, hard disk. \$50.00**

**HOYLE CASINO '98** **Sierra**  
The thrills and excitement of casino gaming are at your fingertips. Step into Hoyle Casino and challenge the house with seven fun, animated characters. Each has a distinct personality, and you control the amount of interaction. Features slot machines, Black Jack, Roulette, Craps, Poker 7 Card stud, etc. Altogether, over 50 variations of games. Walk through the bustling casino to select your game. **IBM Requires: 486/66, 8mbRAM, 2xPCD, SVGA. \$60.00**

**HOYLE CLASSIC BOARD GAMES** **Sierra**  
Contains ten favorite family board games, Battleships, Dominoes, Backgammon, Chess, Checkers, Chinese Tiles, Yacht, Chinese Checkers, Pachisi, Snakes & Ladders, and two card games. **IBM Requires: 486/66, SVGA, 8mbRAM, CD-ROM, hard disk, Windows '95. IBM - \$60.00**

**HOYLE'S CLASSIC GAMES** **SIE**  
Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!), the ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Backgammon and Checkers. You play with all 16 1994 world class multi-layered strategy, full lap replay, serial link and modem capable. **IBM Requires: 486/66, 8mbRAM, 2xPCD, SVGA, hard disk, Windows '95. IBM - \$50.00**

**Leisure Suit Larry Collection** **Sierra**  
A collection of five full games, being *Leisure Suit Larry in the Land of the Lounge Lizards*, *Leisure Suit Larry 3: Passionate Patti*, *Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work*, *Leisure Suit Larry Goes Looking for Love in the Several Wrong Places*, *Leisure Suit Larry 6: Shape Up or Slip Out!* **IBM Requires: 486+, 2xPCD-ROM, 8mbRAM, VGA. \$75.00**

**MADDEN NFL '98** **EA Sports**  
NFL football Madden style. The legendary gameplan that has made John Madden Football the #1 sports game of all time. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, over 120 current and historic NFL teams, great computer AI that can adjust offenses and defenses on the fly, you can customize every detail of your dream Sunday matchup; motion captured graphics bring the bits to life, with animations of real players. Can be played via modem and network. **IBM Requires: Pentium 133, 16mbRAM, SVGA, 4xPCD-ROM, hard disk. IBM - \$90.00**

**NBA LIVE '98** **EA Sports**  
Experience the NBA lifestyle. Hip graphics and progressive music combine with the most realistic competitive gameplay available. Power control, power moves and power gameplay. With new direct dunking, new direct passing, tight player moves, new GM mode that lets you choose franchises, draft players, and play custom seasons; new 3-point shoot-out, you can always control your favorite player, improved AI, new 3D all-polygon higher graphics, etc. **IBM Requires: Win '95, Pentium 100, 16mbRAM, 4xPCD-ROM, SVGA. IBM - \$90.00**

**MONOPOLY** **Hasbro**  
Watch the famous game come to life with superb 3D animations. With great soundtrack, over 800 high-res animations: watch as tokens skip, race and gallop around the board; play over the internet, pit your wits against the computer. There are up to 5 computer opponents, and you can customize their behaviour and playing style. Suitable for children and adults. 10 to six humans can hot-seat on the one computer. **IBM Requires: 486/33+, 8mbRAM, CD-ROM, Windows '95. \$70.00**

**NEED FOR SPEED II** **EA**  
Eight new licensed supercars modelled to exact specs. McLaren F1, Ferrari F50, Lotus GT1, Jaguar XJ220, Ford GT90, Isdera Commendatore 1121, Italdesign Cala and Lotus Esprit V8. With a new 3D engine, faster, tougher, even go 3D around the world. Six new international courses with 50% greater detail. New customization including gear ratios, downforce, brake bias, difficulty level and color. Also has an arcade mode including power slides, burnouts, boost turns. 3D real-time objects react to being hit, realistic AI and more intense traffic. **Requires: Win '95, Pentium 90+, 4xPCD-ROM, 16mbRAM, hard disk. \$50.00**

**NHL '98** **EA**  
The most realistic hockey game ever made. With coaching strategies, realistic powerplays, breakouts, forechecks, and backchecks. Authentic commentary, tournament mode with 44 teams, create your own tournament and teams, over 500 real NHL player faces on the players, etc. **Requires: Win '95, Pentium 90+, 4xPCD-ROM, 16mbRAM, hard disk. \$72.00**

**OVERBOARD!** **Psychosis**  
Just when you thought it was safe to go back to your PC, rising from the murky depths comes the ultimate deep-sea terror. Part arcade puzzler, part shoot'em up, this game is a galleon-crazy single and multi-player game that's stuffed in the gills with humor and mayhem. Play with up to four players, or against a computer. View from the crew's net is always bright and clear. Puzzles and obstacles include kanikaze fish, sadistic sharks and killer parrots. Weapons include cannons, rockets, oil slicks, etc. **IBM Requires: Pentium 133, 16mbRAM, hard disk, SVGA, 4xPCD-ROM. \$90.00**

**POLICE QUEST COLLECTION** **Sierra**  
Includes five full games. *Police Quest I, II, III, Police Quest: Daryl F. Gates' Open Season* and *Police Quest: SWAT*. **IBM Requires: 486/33, 8mbRAM, CD-ROM, SVGA, hard disk. \$75.00**

**POWER CHESS II** **Sierra**  
Meet your perfect opponent - the Power Chess King always plays just a bit better than you - just enough to make you stretch. He remembers what you play against him - the same trick won't work twice - and as you improve, so does he. He is also the most human opponent you'll find in a box. When he gets ahead, he goes for the kill. When he's losing, he practically screams. He takes chances on offense and defense. Spot his weaknesses and turn them to your advantage. The Queen of Chess also gives you running commentary on how to play or improve. Contains dozens of built-in opponents. The Queen takes you through seven famous games. An elegant collection from 2D and 3D chess sets to choose from, and a powerful engine for experts and everyone else. **IBM Requires: Pentium, CD-ROM, SVGA, Win '95, hard disk, 12mbRAM, Due January. \$70.00**

**PRO PILOT** **Sierra**  
From your first tutorial session to the first time you solo over your home town, it's clear that this is the most technically accurate, challenging and authentically intense-to-flight simulator of commercial aircraft available for the PC. Includes 29 photorealistic cities, superior terrain, basic and advanced instruction, every flight instrument and readout is authentically functional. You can fly Cessna Skylark 172, Beechcraft Bonanza V35, Cessna Citation Jet 525, etc. **IBM Requires: Pentium 90, 16mbRAM, 2xPCD-ROM, SVGA, hard disk. \$80.00**

**PGA TOUR PRO - GOLF** **EA**  
EA SPORTS - the world leader in interactive sports gaming and the PGA Tour proudly present the golf game the world has been waiting for. Finally, playing indoor golf with people from all over the globe is as easy as clicking your mouse. With a revolutionary new game engine, photo-realistic high-definition graphics, instant redraw, multiple camera angles, etc. **IBM Requires: Win '95, Pentium 90, 16mbRAM, hard disk, 4xPCD-ROM, SVGA. IBM - \$90.00**

**PGA TOUR Laptop** **EA**  
The only golf game designed especially for laptops. Plays the same game as above, but has been optimised so that you can run a full install without taking up half your hard drive. **IBM Requires: Win '95, Pentium 90, 16mbRAM, hard disk, 4xPCD-ROM, SVGA. IBM - \$45.00**

**RAILROAD TYCOON Deluxe** **Microprose**

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in the world's most scenic parts of North America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. **IBM Requires: 486+, CD-ROM, 4mbRAM. \$30.00**

**SAM & MAX HIT THE ROAD** **LucasArts**  
Yikes, grab your nightstick, squeal like a siren, and hit the road with Sam and Max. Freelance Police, as they attempt to crack their toughest case. Sam and Max are hot on the trail of a runaway carnival highfoot across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless hours of fun playing mini-games included in the game, such as Waks-A-Rat and CarBumh. **IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk. \$30.00**

**SIMCITY 2000 CD Collection** **MAX**  
This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. **Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. IBM - \$90.00**

**Simcity 2000 Player's Handbook** **The hint book for Simcity 2000. \$40.00**  
\$2.95. Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager.

**STAR WARS MONOPOLY** **Hasbro**  
The classic Monopoly game but set in the Star Wars universe. You can play any of the major characters, who move about the board in full motion, all new dialogue, over 150 film clips, great new 3D board and graphics, and up to six human players. **IBM Requires: Pentium 90, Win '95, 16mbRAM, 4xPCD-ROM. \$60.00**

**STREETS OF SIMCITY** **Maxis**  
Check out your own SIMCITY 2000 city or one of 50+ built-in cities, or take on opponents in an urban free for all while skidding, bootlegging and blasting away. This complete game lets you drive one of five different cars throughout your own or game providing cities. You can simply drive through the cities, or fight car battles through them. You use earnings to buy new weapons, gas up, or snap up your car with add-ons, including radar detectors, armor, etc. Simcity 2000 is not required. **IBM Requires: Win '95, Pentium 166, 32mbRAM, 4xPCD, SVGA. \$90.00**

**TRANSPORT TYCOON** **MicroProse**  
Construct complex road-rail-air-sea networks to shift cargo, goods and passengers through the most lucrative routes on massive SVGA 3D isometric world maps. Build stations, docks and airports and make money by connecting areas requiring transport services. Experience cut-throat rivalry, deal with characteristic town councils, cope with disasters and use new vehicles as they are introduced over time. Also the world editor that lets you build new worlds from scratch, including an alternative Martian landscape! **IBM Requires 386+, SVGA, 2xPCD-ROM, 4mbRAM, hard disk. \$24.00**

**THE LAST EXPRESS** **Broderbund**  
A clue in every card. A stranger in every seat. Danger at every destination. It is 1914. The world is on the brink of war, and this train could push it over the edge. You are Robert Cath, an American unjustly summoned by your old friend Tyler Whitney to join him aboard the Paris-Constantinople Express, departing 24<sup>th</sup> July. Arriving late, you discover something has gone terribly wrong. Now, you must untangle a complex web of political intrigue, suspense, romance and betrayal. With stunning background sets and cartoon style animations. Richly detailed and historically accurate 3D environment. Gripping action adventure. Over 40 hours of game play on 3 CDs. **IBM Requires: Win '95 or DOS 6.0, Pentium 90, 8mbRAM, 4xPCD-ROM, SVGA. \$90.00**

**THE LUCAS ARTS ARCHIVES Vol I** **LUC**  
Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where Indiana needs to steer their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section. *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. **IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA. IBM - \$60.00**

**THE LUCAS ARTS ARCHIVES Vol III** **LUC**  
Six complete games: *Star Wars Dark Forces I*, *Monkey Island Madness I and II*, *The Dig*, *Full Throttle*, *Afterlife*, and a CD of demos. **IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA. IBM - \$77.00**

**THEME HOSPITAL** **Bullfrog**  
Design, maintain and manage a hi-tech hospital facility, making the most of limited resources and turning costs into cash. The Grim Reaper stalks the corridors, the ill have some very odd ailments, and the staff want to play doctors and nurses together. No matter how you look at it, you are in control of a very sick hospital. **IBM Requires: 486/66+, CD-ROM, 8mbRAM. \$60.00**

**THE CURSE OF MONKEY ISLAND** **Lucas**  
Third in the legendary Monkey Island series of graphic adventures. With top quality animation, voice, sound and music - the undead come to life before your very eyes. Incredible high-resolution (640 x 480) graphics, 30 plus hours of gameplay, two difficulty settings, new and improved insults suitable for swiftnights and other fast learners. This series is always guaranteed laugh. **IBM Requires: Pentium 90, Win '95, 16mbRAM, 4xPCD-ROM, SVGA. \$90.00**

**TRIPLE PLAY '98** **EA**  
This is baseball the EA SPORTS way - definitive technology, stunning realism, intense gameplay and strategy. Triple Play '98 uses the ante with a new real-time rendered 3-D game engine and the first ever two man broadcast booth. With a 3-D environment, over 5000 statistics tracked and analyzed, an improved AI, and over 20 camera views. **IBM Requires: Win '95, Pentium 90, 4xPCD-ROM, SVGA, 16mbRAM, hard disk. \$90.00**

**VIRTUAL SPRINGFIELD** **FOX**  
A 3D exploration of all things Simpsons! Welcome to Springfield, home of Moe's Tavern, Krusty's Studio, and the Simpsons. Run loose in the streets and explore every corner of the town in a navigable 3D universe with over 50 interactive locations. Visit Bart's bedroom or the rest of the two story house, go for a ride through the streets of Springfield, listen to Bart making prank calls to Moe's Tavern, make a nuisance of yourself at the cinema. With 35,000 frames of original animation. **IBM Requires: Win '95, Pentium 75, 8mbRAM, 4xPCD-ROM. \$50.00**

**VIRUS** **Telstar**  
The game is about a virus invading your computer. In a series of 15 missions, you must seek and destroy all the Virus strongholds scattered throughout your computer. After several training levels, you must compete against the Virus forces, to slowly eradicate the infection from your system. You have a selection of offensive, defensive and strategic vehicles at your disposal, not to mention an advanced system of installations and factories. Combines strategy and arcade action in a 3D environment. (Of course, no virus actually invades your real computer.) **IBM Requires: Win '95, Pentium 100, 16mbRAM, CD-ROM. \$75.00**

**WORMS 2** **Microprose**  
They're back, they're cute, and deadlier than ever! Enter the bizarre and fantastic cartoon world of Worms 2. Wreak havoc on your rivals, in a game of revenge and party-minded cruelty. Humiliate your friends, take revenge on your family, annihilate complete strangers. Enjoy an astonishing array of new weaponry, new animation brings worms to life! Weird worlds and lousy landscapes. Go it alone in Worms style, or play against other human opponents. Customize the game to your heart's content. **IBM Requires: Pentium 75+, Win '95, 2xPCD-ROM, 16mbRAM. \$85.00**

## Family Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.



P.O. Box 164 Moorabbin. Victoria 3189  
134 Cochranes Rd Moorabbin. Vic 3189  
Phone: (03) 9555 8886 from 8.00AM - 4.30PM  
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When ordering carefully print your first and second choice in the space provided. Items that are out of stock will be back-ordered, except in the case of unboxed miniatures or products that we know will not be restocked. In some cases a restock can take several months. Back-orders can be cancelled and money refunded on request. Items on backorder purchased with credit cards will not be charged until the stock is actually sent. We will replace goods lost in transit only if they are insured. The optional insurance cost is \$3.50 for purchases of \$100.00 or less, with an additional \$1.00 required for each further \$100.00 or part thereof. Magazine subscriptions already include the cost of postage. A new order form will be included with your order.

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Military Simulations is now offering AD&D new products on subscriptions, which we will send to you as soon as they are released. If you wish to subscribe to new products, you must have a credit card. We will charge your credit card for the retail of the item, but postage is free! As listed below, some subscriptions offer a 10% discount too. (This offer does not include novels. See below for Novel Subscriptions).

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## FUTURE WARS

At last we've found another magazine totally devoted to BattleTech. Future Wars is a 56 page magazine containing up to 28 mech designs for the Inner Sphere and Clans, each design with a record sheet and background notes. It also has strategies and tactics, and other articles. The magazine is already up to issue 38 so it is not following the pathetic track record of *BattleTechnology*, which released about one issue a year towards the end.

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Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new BattleTech & Mechwarrior products (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

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## NEW CYBERPUNK ITEMS

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for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Superheroes are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

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## DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

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## GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

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## NEW HEAVY GEAR ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Heavy Gear products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

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## PROTOCULTURE ADDICTS

A top quality magazine on Japanese anime and manga. We have found one! *Protopulture Addicts* is brought out bimonthly. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and videos. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

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## NEW GIFTS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new GIFTS products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

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## STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

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## NEW STAR WARS ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Star Wars products (not miniatures) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's game news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: *Hampire: The Masked Ace Raid*, and coming is *Werewolf: Ah, Pork Lips*, Gee, which games are they ripping off?

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## STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

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## THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

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| \$16.00 for 2 issues | <input type="checkbox"/> |
| \$30.00 for 4 issues | <input type="checkbox"/> |
| \$48.00 for 8 issues | <input type="checkbox"/> |

## Marc Miller's Traveller Items

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Marc Miller's Traveller role playing products as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## NEW VAMPIRE ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Vampire role playing products (not novels or Dark Ages) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## NEW WEREWOLF ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Werewolf titles (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## NEW WRAITH ITEMS

Only available to customers with credit cards, Military Simulations is now offering subscriptions to new products. If you subscribe to this offer, we will automatically send you one each of all new Wraith items (not novels) as soon as they are released. We will charge your credit card for the retail of the item, but postage is free! We give 10% discount off the retail price for 12 items.

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## WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargame cards, data faxes etc are now available in top quality glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

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## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item when we send that item to you. Your credit card will not be charged in advance.



# CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

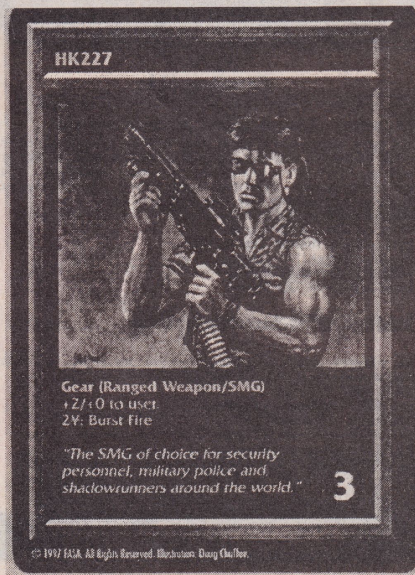
## Trading Card Games

### FAS SHADOWRUN TRADING CARD GAME

One Starter Deck 70 cards, rules **\$9.00** Normally **\$15.00**  
 One Booster Pack 15 cards **\$2.95** Normally **\$5.00**  
 One Counterstrike Booster **\$2.75** Normally **\$5.00**  
 Starter Display 700 cards **\$83.00** Normally **\$150.00**  
 Booster Display 540 cards **\$103.00** Normally **\$180.00**

Limited Edition. The year is 2058 AD. Advances in technology are astounding, with humans able to blend with computers and travel through the virtual reality known as the Matrix. No longer mere flesh, many humans have turned to artificial enhancements called cyberware to become more than human. But even more astonishing is the return of magic to the world. Elves, dwarves, dragons, orks and trolls have resumed their true form, and spells and spirits serve those with the talent for controlling this legendary force.

In this very popular ShadowRun trading card game, your goal is to assemble a team of shadowrunners to accomplish objectives, such as killing a dragon or stealing cutting edge technology. Your opponent protects the Objectives with Challenges - things that get in the way of your runners - such as security guards, electric fences and fierce creatures. But you'll need to do some legwork before your run. You use money to pay your contacts for information and to supply your runners with weapons and other gear, which increases your team's odds of success. But be aware that the competition and opposition always fight harder than expected, and there's always a chance of being double crossed!



### Paratrooper

This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer!

**Crazy \$36.00** Normally **\$50.00**  
**Yanks** **Crazy \$55.00** Normally **\$80.00**  
 Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes.

**Partisan** **Crazy \$27.00** Normally **\$40.00**  
 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32).

**West of Alamein** **Crazy \$67.00** Normally **\$100.00**  
 An expansion set that features the British army, with 1264 counters representing everything from the 2nd Pz. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x22" escarpment map and six pages of terrain overlays.

**The Last Hurrah** **Crazy \$27.00** Normally **\$40.00**  
 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia. Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors).

**Hollow Legions** **Crazy \$36.00** Normally **\$50.00**  
 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N.

**Coda of Bushido** **Crazy \$60.00** Normally **\$90.00**  
 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H.

**Gung-Ho** **Crazy \$67.00** Normally **\$100.00**  
 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards 19 beach/sea/river overlays, and 8 scenarios.

**Croix De Guerre** **Crazy \$55.00** Normally **\$80.00**  
 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters.

### FAS BattleTech Field Manual Special

**Crazy Special \$74.00** Normally **\$125.00**

The four BattleTech Field Manuals, as follows:  
**Dragonis Combine FM** **Crazy \$20.00** Normally **\$32.00**  
 Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs.

**Free Worlds League FM** **Crazy \$20.00** Normally **\$32.00**  
 An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, also being a stealth suit almost impossible to hit at medium to long ranges; one special rule that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc.

**Mercenaries Field Manual** **Crazy \$20.00** Normally **\$32.00**  
 No war too small, no fee too high. An in-depth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units.

**The Periphery** **Crazy \$18.00** Normally **\$29.00**  
 Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc.

## Role Playing Games

### FAS EARTHDOWN RPG

**Crazy Special \$52.00** Normally **\$90.00**

The complete Earthdown roleplaying game including two of the most popular sourcebooks, also available separately:  
**Earthdown Softcover RPG** **Crazy \$20.00** Normally **\$32.00**

A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdown. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nebermancers, troll sky raiders, T'skrang swordmasters. Winding thieves, Obsidian warriors or wizards. Includes 18 full color treasure cards.

**Magic: Mystic Secrets** **Crazy \$18.00** Normally **\$29.00**  
 Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space.

**Blood Wyrms** **Crazy \$18.00** Normally **\$29.00**  
 Once the Elves of the Blood Wurm embodied beauty and grace. Now they are terrible to behold, having corrupted themselves with powerful magic in order to escape the Horrors. Constantly bleeding from the thorns that pierce their bodies, these elves live in agony amidst an unnatural, twisted world.

### ALD Legend of the Five Rings RPG

**Crazy Special \$44.00** Normally **\$72.00**

One of the hottest roleplaying games at the moment is the Legend of the Five Rings, based on the popular collectible card game. Here you can buy the complete RPG plus first module:

**Legend of the Five Rings** **Crazy \$32.00** Normally **\$48.00**

A 250 page hardback book that brings us the roleplaying game based on the popular trading card game. Welcome to Rokugan, the Emerald Empire of a fantasy medieval Japan. Rokugan is a place of mystery and wonder, inspired by the legends of feudal Japan and other places in the far east. It's a world of samurai and ninja and spellcasting shugenja, where dragons soar the skies and danger lurks in every shadow. In this game you take the role of one of those legendary figures in search of honor, glory and adventure. Includes a complete beginning adventure to teach you the rules, simple character generation & flexible rules. Covers the Crab Clan, Crane, Dragon, Lion, Phoenix, Scorpion and Unicorn Clans, ronin, and hordes of monsters & creatures.

**Way of the Dragon** **Crazy \$16.00** Normally **\$24.00**

The isolated Dragons have always been an enigma to the rest of the Empire. Now, you can learn what drives this mysterious clan. Includes background and history of the major Dragon families, details on their magic, and rules for playing one of the famed tattooed men.



### AG Over the Edge Roleplaying Game

**Crazy Special \$20.00** Normally **\$40.00**

A game which pits the player characters against all manners of decadent, evil, twisted, mind-boggling, blood-curdling, soul-rending, ego-shattering, world-turning experiences. The Game Moderator is called upon to evoke an atmosphere of surreal danger. The players are called on to deal with this danger to body and soul, to thrive and accomplish their own goals in spite of it. The setting of the game is the mysterious Mediterranean island of Al Amarja, a place where anything can happen: secret invasions from outer space and other dimensions, global conspiracies, secret races, psychic powers, fringe technology, and more. 240 pages.

### TSR Forgotten Realms Special

**Crazy Special \$69.00** Normally **\$110.00**

Three popular Forgotten Realms products, a boxed setting, a sourcebook, and an adventure module. Also separately:

**Land of Intrigue** **Crazy \$32.00** Originally **\$48.00**

Amn and Tethyr, two kingdoms along the southern part of the Sword Coast & considered key areas of Faerun. They are kingdoms in the midst of turmoil and change. Tethyr was originally an eleven nation but later rose & fell as a human nation. In Amn, a dark secret has arisen. 3 books, 2 maps.

**Powers & Pantheons** **Crazy \$26.00** Originally **\$40.00**  
 192 pages. Companion to *Faiths & Avatars*. Describes more of the religions and powers of the Realms. Each divine power is covered in depth and each entry has info about a deity's appearance, personality, worshipers, alignments, avata, church, etc. Also five showpiece temples of the Realms detailed with illustrations and color maps.

**Castle Spulzeer** **Crazy \$15.00** Originally **\$22.50**  
 An adventure set near the kingdom of Amn that provides the players with a chance to explore an ancient castle, solve a long standing mystery, and do battle with a powerful lich.

### TSR Ravenloft Special

**Crazy Special \$62.00** Originally **\$100.00**

The entry sourcebook into the world of Ravenloft, plus a sourcebook and an adventure. Also separately:

**Domains of Dread** **Crazy \$32.00** Originally **\$48.00**

Vampires, werewolves, terror riddled castles, and all things hair-raising come to AD&D in this campaign boxed set. This hardcover volume completely revises and updates the Ravenloft product line, transforming the demiplane of dread into a full-blown, ongoing campaign setting. With new rules on creating characters native to the domains, the magic system, and fear and horror checks.

**Ghosts: Children of Night** **Crazy \$19.00** Originally **\$29.00**

Thirteen restless spirits roam the lands, each one a unique entity with its own powers, story, and weaknesses. Each self-contained entry is suitable for any location within the Ravenloft setting, suitable for a brief encounter.

**The Forgotten Terror** **Crazy \$15.00** Originally **\$22.50**  
 Adventure. A crossover to the *Forgotten Realms* campaign concludes the story are begun in the *Castle Spulzeer* adventure, where the heroes investigate a mystery surrounding an ancient castle. Can be played alone or as part of the trilogy.

## Wargames

### AH The Advanced Squad Leader Special \*\*\*\*/###

**Crazy Special \$575.00** Normally **\$890.00**

This is really sick and demented, yes, we know, but here we offer 12 ASL core products for very low prices. The titles are:

**ASL Rulesbook** **Crazy \$60.00** Normally **\$99.00**

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index.



### ASL Solitaire Rules

**Crazy \$40.00** Normally **\$70.00**  
 Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other.

**Beyond Valour** **Crazy \$60.00** Normally **\$90.00**

Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios.



## TSR Deadlands Roleplaying Special

**Crazy Special \$75.00** **Normally \$120.00**

Deadlands has surprised everyone by being one of the most popular roleplaying games of 1997, with sales eclipsing those of *Werewolf: The Wild West*. Here we offer the RPG plus two sourcebooks. Also individually, as follows:

**Deadlands RPG Hardcover \$32.00** **Normally \$48.00**

The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucklesters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Chulihu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners.

**The Book of the Dead** **Crazy \$21.00** **Normally \$32.00**  
Draws back the curtain of death and reveals the secrets of those who have been beyond the veil-and back. These die-hard heroes live with the curse that while they should be pushing daisies, an evil manitou has hooked into each of their souls, keeping them from rightful rest. Contains rules for generating and running undead characters in the game.

**The Quick & the Dead** **Crazy \$26.00** **Normally \$40.00**  
The guide to the weird west, including the election of '76, the Great Rail Wars, the twisted tales of the High Plains, the low-down on towns such as Deadwood, Tombstone and Dodge, new rules for posers and Marshals, arcane lore on knacks, relics and duels. A 144 page hardback book.

## ICE Rolemaster Sourcebook Special

**Crazy Special \$50.00** **Normally \$82.00**

Rolemaster has many magnificent companions and sourcebooks, so here we offer four of them. Also separately:

**Castles & Ruins** **Crazy \$19.00** **Normally \$29.00**

Inside this sourcebook you will find details on the history of castles, the construction of castles, including sites, materials, labor; the folk who dwell in and around castles, as well as how castles become ruins, the sites of treasures & adventures.

**Essence Companion** **Crazy \$19.00** **Normally \$29.00**

An exhaustive exploration of the world of essence. Covers the Warrior Mag and Essence Molder, new spells for the realm of essence, discussions about magical rituals and familiars, you can be a Somanist, Nomenist, Herbalist, Corpist, or a Crystalist.

**Martial Arts Companion** **Crazy \$19.00** **Normally \$29.00**

Gives you all you need to add true depth to martial arts in your games. Whether you run historical, fantasy, or modern, the rules in this book will assist you in giving martial arts the strengths & weaknesses they deserve, including new chi powers, variants of the Monk profession, etc.

**Treasure Companion** **Crazy \$16.00** **Normally \$24.00**

Complete tables for generating all types of treasure, including a detailed system for generating gemstones and jewellery, complete item descriptions for over 100 unique magic items, three new alchemist professions, 22 Alchemist spell lists, etc.

## WW Werewolf: The Wild West RPG

**Crazy Special \$27.00** **Normally \$45.00**

We've got a few too many of these, so please take some off our hands! A hundred years ago there was a different Apocalypse. In the Old West, native Americans struggled to hold onto their traditional lands while invading foreigners thrust their way west. The pure chaos of the Wild was impaled on the silver spike of the Weaver, and the spirit world was wracked by storms unlike any other. Garou fought Garou and death rode the swiftest horse of all. This is a complete RPG, containing everything you need to play the Garou of the Old West, whether Pure One or newcomer, human-born or wolf-born. Learn the secrets of the Bane-things that scuttle far below the ground, and dodge those hunters who know that your kind exists. This is a hardcover book.

## Novels

### TSR The AD&D Nobles Series

**Crazy Special \$33.00** **Normally \$57.00**

The six novels of the Nobles series:

**King Pinch** **Crazy \$6.00** **Normally \$9.50**

Pinch's guardian, the King of Ankhapur, has died without an heir, and Pinch's friends have convinced him to return to pay his respects. But before leaving, Pinch pulls off one more heist. Now he must hide his theft from travelling companion, priestess Lissa, who serves in the very temple he robbed, and may just hold the secret that will place Pinch on the throne.

**War in Tethyr** **Crazy \$6.00** **Normally \$9.50**

Introduces the adventures of many unforgettable characters during a war in Tethyr.

**Escape from Undermountain** **Crazy \$6.00** **Normally \$9.50**

In order to rescue a young noble, Artek the Knife must go deeper into Undermountain - the deadliest and most famous dungeon in the Realms - than anyone has ever gone before.

**Mage in the Iron Mask** **Crazy \$6.00** **Normally \$9.50**

The master traveller Volo unmasks a decades-old conspiracy that jeopardises the uneasy peace between Moonsia and Thay.

**Council of Blades** **Crazy \$6.00** **Normally \$9.50**

War cares little for the troubles of the aristocracy. As a terrible new weapon obliterates the age of courtly battle, an intelligent but plain princess and her companions find themselves forced into a battle for survival in a deadly world.

**Simbul's Gift** **Crazy \$6.00** **Normally \$9.50**

The legendary Storm Queen of Aglarond, in an effort to gain further favour with Elminster (she wants to bear his child!) has a special horse raised for him as a gift. But Thayan spies and assassins complicate things.

### TSR ShadowRun Novel Special

**Crazy Special \$27.00** **Normally \$48.00**

Five of the more recent ShadowRun novels, as follows:

**ShadowBoxer** **Crazy \$6.00** **Normally \$9.50**

A dwarf merc shadowrunner named Two Bears signs on to dig up some data on the word IronHell. Easy job, easy cash, until the dealer helping him gets his brain fried in the matrix.

**Stranger Souls** **Crazy \$6.00** **Normally \$9.50**

UCAS President Dunkelzahn, cut down by unknown enemies in the hour of his triumph, left one last set of orders for special agent Ryan Mercury, to save the world from magic so powerful that nothing may survive it.

**Steel Rain** **Crazy \$6.00** **Normally \$9.50**

A massive war brews between the Nagato Corporation and Fuchi Corp. But behind these growing hostilities looms a more sinister threat, requiring far more talents than weapons. To survive, Machiko of the Green Serpent Guard, must defeat a high-tech foe with almost unlimited powers and absolutely no mercy.

**Headhunters** **Crazy \$6.00** **Normally \$9.50**

What's the link between a man lying dead in a funeral parlor and one of the world's largest corporations? Why would those investigating Dunkelzahn's death care about this corpse? How long can Jack Skater survive?

**Clockwork Asylum** **Crazy \$6.00** **Normally \$9.50**

Ryan Mercury, the late president's secret agent, wants revenge for Dunkelzahn's death. But a powerful cyberzombie under the influence of a powerful spirit stands in his way.

## Miniatures & Rules

### GZG Dirtsides II 1/300th Scale Tanks

**Crazy Special \$15.00** **Normally \$21.00**

A great special that offers great sci-fi 1/300th scale tanks for a very cheap price! The tanks are designed for use with the Dirtsides II rules, but can of course be used with other rules.

**GEV Hovercraft Pack (10 assorted tanks)** **\$15.00**

**Anti-Grave Tanks Pack (10 assorted tanks)** **\$15.00**

**Tracked Tanks Pack (10 assorted tanks)** **\$15.00**

**Wheeled Tanks Pack (10 assorted tanks)** **\$15.00**

**Kravak Tanks Pack (10 assorted tanks)** **\$15.00**



Kravak Tanks

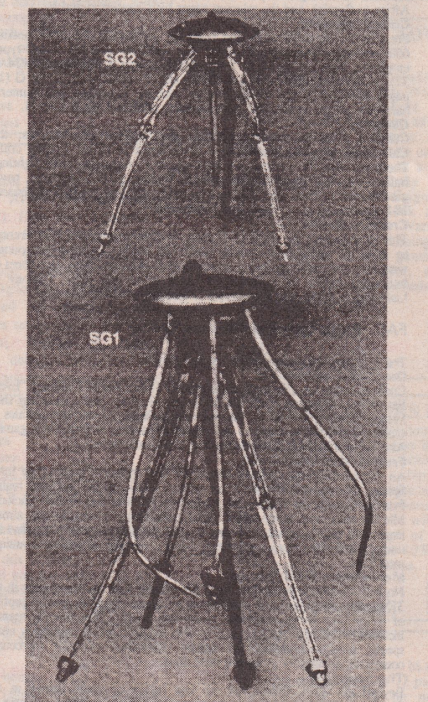
### GZG War of the Worlds

**Crazy Special \$12.00** **Normally \$15.00**

A great model of the War of the Worlds Alien Tripod all terrain attack vehicle. With a bit of imagination, fits in great with many Sci-fi miniatures games!

**Alien Tripod All Terrain Vehicle 80mm high** **\$10.00**

**Alien Tripod All Terrain Vehicle 40mm high** **\$5.00**



### RAF Heavy Gear Special

**Crazy Special \$60.00** **Normally \$100.00**

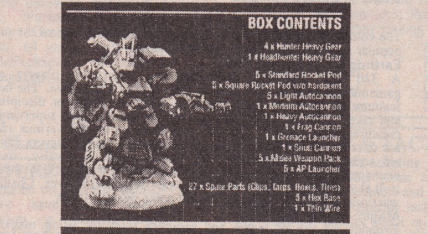
RAF make two excellent boxed sets of Heavy Gear mechas, so here they are on special!

**RAF2050 Northern Combat Group** **Crazy \$33.00**

(4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)

**RAF2051 Southern Combat Group** **Crazy \$33.00**

(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)



### RAL Women & Beasts of War Special

**Crazy Special \$25.00** **Normally \$41.50**

Ral Partha make a great range of fantasy women going hunting with savage beasts of war. As follows:

**RAL01703 Woman & Sabertooth Tiger** **Crazy \$6.00**

**RAL01710 Woman & Hunting Dragon** **Crazy \$8.00**

**RAL01711 Woman & Werewolf** **Crazy \$6.50**

**RAL01712 Woman & 3 Velociraptors** **Crazy \$9.00**



01-712  
Velociraptors and Pack Mistress

### RAL Ral Partha Animals

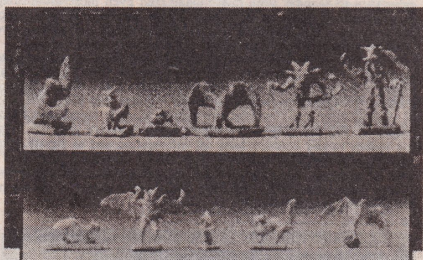
**Crazy Special \$18.00** **Normally \$31.50**

More packs of animals for your fantasy miniatures or role playing games. As follows:

**RAL02508 Wolf Pack (7 wolves)** **Crazy \$10.50**

**RAL02509 Familiars (11 animals)** **Crazy \$6.50**

**RAL02911 Attack Dogs (4)** **Crazy \$4.25**



02-509  
Familiars (11)

### Museum 15mm DBM Armies Special

We have negotiated a great deal with Eureka Miniatures to offer some of the more popular DBM 15mm armies on special. You'll never see prices like these again! All armies are 350 points. Classical Indians are mostly Irregular Miniatures. Available individually as follows:

**Graeco-Bactrian 182 figures** **Crazy \$99** **Retail \$132**

**Thracian Army 223 figures** **Crazy \$118** **Retail \$158**

**Late Imperial Roman 186 figures** **Crazy \$95** **Retail \$126**

**Classical Indian 143 figures** **Crazy \$112** **Retail \$150**

**Selucid Army 203 figures** **Crazy \$117** **Retail \$156**

**Saladin's Army 123 figures** **Crazy \$107** **Retail \$143**

### RAF RAFM Animals Special

**Crazy Special \$33.00** **Normally \$54.00**

Six different packs of popular fantasy miniatures, made by RAFM miniatures. Also individually as follows:

**RAF3306 Pegasus** **Crazy \$6.00** **Normally \$9.00**

**RAF3307 Nightmare Pegasus** **Crazy \$6.00** **Normally \$9.00**

**RAF3308 Hippogriff** **Crazy \$6.00** **Normally \$9.00**

**RAF3309 Unicorn & Maid** **Crazy \$6.00** **Normally \$9.00**

**RAF3310 Dueling Unicorns** **Crazy \$6.00** **Normally \$9.00**

**RAF3311 Unicorn & Yearling** **Crazy \$6.00** **Normally \$9.00**

## Computer Games

### Cryo Dragon Lore II

**Crazy Special \$20.00** **Originally \$90.00**

A role playing adventure. The Hordes from the Land of Nightmares stand ready to attack. The Dragon Prince has dubbed you a Dragon Knight. But you have lost your dragon, and embark on a quest to find him. With over 80 hours of gameplay, dramatic first person view, 20 combat and 10 jousting sequences in real time, 60 characters, 50 game sets, etc. IBM Requires: 486/66, 80mRAM, hard disk, CD-ROM, SVGA.

### Blue Byte Archimedean Dynasty

**Crazy Special \$20.00** **Originally \$90.00**

Submerge yourself into a world of corrupt conglomerates, fanatical cults and cut-throat pirates. Assume the role of a man who knows no fear. Emerald "Dead Eye" Flint, a mercenary submarine boat captain whose reputation precedes him. With great SVGA graphics, stunning underwater cities, 4 different ships to command with 30 different weapons, over 100 characters to interact with, underwater currents, etc. IBM Requires: 486/100, 80mRAM, 2zpCD-ROM, SVGA.

### Sierra Cyberstorm

**Crazy Special \$20.00** **Originally \$85.00**

A 3D setpoint down view strategy game of bio-mech combat. Take control of the ultimate war strategy game and battle for the future of mankind, as you command the most destructive warriors in the history of Cybrid confrontation. Genetically engineered bio-droids are the pilots you customize and send into the fray. Linked to Hero fighters, they combine to create a fighting force of unthinkable proportions. Upgrade weaponry, manipulate genetic structures, plan and execute multiple missions. IBM Requires: 486/66, 80mRAM, 2zpCD-ROM, SVGA.

### Cryo Versailles 1685

**Crazy Special \$15.00** **Originally \$75.00**

It's the year 1685 and Louis XIV rules the Kingdom of France from a magnificent palace called Versailles. But something is not right, someone wants to destroy Versailles, and you must find and stop him. Explore every corner, find the clues and unlock the mysteries of the court, as you strive to save the palace by sundown. With 25 hours of gameplay, over 30 characters modelled in 3D period portraits, and you can look and move around freely in an entirely 3D environment. Also has over 200 paintings that you can examine up close. IBM Requires: 486/66, 80mRAM, 2zpCD-ROM, SVGA.

### Kronos Meat Puppet

**Crazy Special \$20.00** **Originally \$75.00**

In the league of *Diablo* and *Crusader*. A beautiful woman with a big gun. They have a working relationship. The rest is slightly more complicated. After answering a vague yet provocative personal ad, Lotus has been taken hostage by an entity known as the Martinet. Now as the woman Lotus, its your job to infiltrate, in one dangerous night, the six cities or "embassies" and destroy each leader or "ambassador". Features a fully interactive environment of over 6 cities and 300 towns, over 600 objects that can be used or destroyed, 360 degree globe of fire, smarter and tougher enemies, 35 characters in the story, ability to save game at any place. IBM Requires: Pentium 100, 16mbRAM, SVGA, CD.



## Lucas Monkey Island Madness

**Crazy Special \$30.00** Originally \$90.00  
Includes the very popular hilarious cartoon style adventures Monkey Island I and Monkey Island II, plus a playable demo of The Curse of Monkey Island. IBM requires: Win 95, 16mbRAM, Pentium 90, 49CD-ROM, SVGA.

## Accolade Star Control 3

**Crazy Special \$20.00** Originally \$90.00  
The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet searching hundreds of planets. Pilot 24 different alien starships with 48 unique weapons. Manage the resources of over 30 colonies and 24 races. Discover more than 40 ancient artifacts from advanced technology. Deploy your starfleet strategically for victorious Hyper Melee Combat. IBM requires: 8mbRAM, 486/66, 25CD-ROM, SVGA.

## Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

|          |   |         |
|----------|---|---------|
| GL07100  | Towers of Bel (3D towers)                 | \$10.00 |
| WHT12500 | Tales of the White Wolf (Elric anthology) | \$10.00 |
| WHT11089 | The Road to Science Fiction               | \$5.00  |
| SCYRE    | Scribe Magazine Back issues (3)           | \$10.00 |
| RTG1402  | Mekton 2 Plus Techbook                    | \$10.00 |
| STE6521  | GURPS Alternate Earths                    | \$10.00 |
| STE6023  | GURPS Magic                               | \$10.00 |
| STE6505  | GURPS Vehicles                            | \$10.00 |
| WES40602 | Star Wars Boxed Introductory Game         | \$12.00 |
| TSR8040  | Rod of 7 Parts Hardcover novel            | \$10.00 |
| AVA8930  | Flat Top wargame                          | \$25.00 |
| JED009   | Victory at Sea (may have damaged box)     | \$10.00 |
| GDW5002  | Mythus Magick                             | \$5.00  |
| CIT0778  | Gretchin (16 plastic figures)             | \$15.00 |

## OSPREY HISTORICAL REFERENCE BOOKS

### Ancient Era

**CAMP7 ALEXANDER 334-323 BC** A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and battles. **\$27.95**

**MAA109 ANCIENT ARMIES OF THE MIDDLE EAST** Includes Ancient Sumerians, Egyptians, Philistines, Libyans, Hittites, Assyrians, etc. Plates by Angus McBride. **\$20.00**

**WAR5 ANGLO-SAXON THEGN** The Saxons slowly conquered much of Britain from the Celts and Picts, slowly replacing the Romano-British society with their own. **\$24.95**

**MAA121 ARMIES OF THE CARTHAGINIAN WARS** A detailed account of the Carthaginian army, including Celts, Spanish, Numidians, elephants, Italian allies, and of course the Roman army and its development and allies. **\$20.00**

**CAMP36 CANNAE 216 BC** The Roman army commanded by Consul Paullus and Varro received a crushing defeat at the hands of Hannibal in 216 BC. **\$27.95**

**MAA283 EARLY ROMAN ARMIES** The development of the Roman army in training, organization, tactics and weapons & equipment from about 500 to 275 BC. **\$20.00**

**WAR17 GERMANIC WARRIOR 236-568 AD** The 3<sup>rd</sup> to 6<sup>th</sup> centuries saw the collapse of the classical Roman civilization and the emergence of new states in western Europe based on the Germanic warrior society. Examines their tactics, armor, & weapons. **\$27.00**

**MAA295 IMPERIAL CHINESE ARMIES (2) 590-1260 AD** Follows the Imperial Chinese military machine from the reunification of China by Yang Chien to its destruction and conquest by Kubilai Khan. **\$20.00**

**WAR15 LATE ROMAN CAVALRYMAN 236-565 AD** Extremely detailed look at Late Roman Cavalry, including organization, colors, tactics, development, formations. **\$25.00**

**ELITE40 NEW KINGDOM EGYPT** Covers the history of Egypt from 1674 BC - 1085 BC, including wars with the Hittites, Hyksos, etc. Has magnificent full color plates by Angus McBride of a Miann armored chariot, Hyksos, etc. **\$25.00**

**CAMP22 QADESH 1300 BC** Clash of the Warrior Kings The greatest of Egyptian Pharaohs, Ramesses II, leads the most professional Egyptian army against the might of the Hittite Army. The three man Hittite shock chariots clash with Egyptian spearmen, archers, and skirmishing chariots. **\$25.00**

**MAA291 REPUBLICAN ROMAN ARMY 200 - 104BC** Detailing weapons and equipment, organization and levy, tactics used by the various arms, etc. **\$20.00**

**MAA46 ROMAN ARMY: CAESAR TO TRAJAN** Details the tactics, armor, command structure, and history of the Roman army during its most famous days. **\$19.95**

**MAA93 ROMAN ARMY: HADRIAN TO CONSTANTINE** Rome's glorious days are over, but it's army is still locked in furious combat to survive. **\$19.95**

**MAA180 ROME'S ENEMIES: ARMIES OF SPAIN** Rome fought many difficult battles in Spain leading up to 20 BC. This book details the Iberians, Celtiberians, scythians, etc. **\$19.95**

**MAA243 ROME'S ENEMIES: THE DESERT FRONTIER** Part of Rome's empire included Africa, and this book details the African enemies who opposed Ancient Rome. **\$19.95**

**MAA158 ROME'S ENEMIES: GALLIC & BRITISH CELTS** Gauls and British Celts are 2 of Rome's most famous and thought of enemies. Learn about their tactics, defeats, etc. **\$19.95**

**MAA129 ROME'S ENEMIES: GERMANICS & DACIANS** The vigorous northern 'barbarians' who were the destroyers of the Western Empire of Rome, subsequently creating medieval Europe, the feudal system and chivalry. Tribes covered are Thracians, Sarmatians, Marcomanni, Goths, Angels, Saxons, & Jutes. 8 color plates. **\$19.95**

**MAA175 ROME'S ENEMIES: PARTHIANS & SASSINIDS** Covers the rise of the Parthians, a warrior race using impressive cataphract cavalry and mounted horse archers who held Rome at bay for 300 years. **\$19.95**

**MAA150 THE AGE OF CHARLEMAGNE** Within a quarter of a century the small and modestly trained army of Charles Martel had grown into a major war weapon. **\$20.00**

**ELITE7 THE ANCIENT GREEKS 500-300 B.C.** 64 page book with 12 color plates detailing the armies and troop types of the Greek city states during the Classical Period. Plates are by McBride. **\$24.95**

**MONT THE ARMIES OF BACTRIA 700 BC - 450 AD** Bactrian warfare within this time period has never been comprehensively examined as a whole. This product is a two-book set, which fills this gap by using all of the available source material to reconstruct the history. **\$40.00**

**MONT THE ARMY OF TANG CHINA** The organization, uniforms and equipment of the armies of Tang China in the 6th-9th C AD. Plates by Angus McBride. **\$30.00**

**MAA69 THE GREEK AND PERSIAN WARS 500-323 B.C.** The high years of Ancient Greece, the Athenians versus Persians at Marathon, the 300 Spartans attempting to delay Xerxes at Thermopylae, Xerxes defeat at sea at Salamis, the battles of Plataea and Mycale, the Peloponnesian War, early days of Alexander the Great, etc. **\$19.95**

**ELITEA42 THE PERSIAN ARMY 560-330 BC** The arch-enemies of Ancient Greece and Macedonia. With heaps of detail hard to find elsewhere, for example, it gives a full description of Iphicratean Pelastoi!! **\$24.95**

**ELITE50 THE PRAETORIAN GUARD** A close look at the elite Roman Praetorian Guard, their equipment, uniforms, shields, tactics, etc. However in combat during the civil wars, these troops were normally outclassed and outthought by the veteran legionaries. **\$24.95**

**MONT THE PTOLEMAIC ARMY 168-145 BC** A detailed examination of the arms, armor and uniforms of the Ptolemaic army, with superb color plates by Angus McBride. **\$30.00**

**MAA137 THE SCYTHIANS 700-300 BC** The first of the great armies of horse-archers to come out of the East, though they were Indo-Europeans. **\$19.95**

**MONT THE SELEUCID ARMY** An 80 page book detailing the late Seleucid army, from 168-145 BC. Covers organization, equipment, armor, colors. Art by McBride. **\$30.00**

**MONT SASSANIAN ARMIES** The Iranian Empire of the Sassanid Persians from the early 3rd century to the mid-7<sup>th</sup> centuries. They overthrew the Parthians in 226 AD, and fought against the Romans, Huns and Romano-Byzantines. Costume, equipment, organization, etc. **\$30.00**

**MONT WARRIORS OF EURASIA** A 48 page book giving a brief overview and color illustration of warriors from in Eurasia from the 8th C BC to 17th C AD. Includes Sarmatians, Huns, Goths, Scythians, Kushans, Parthians, etc. **\$25.00**

### Middle Ages

**CAMP9 AGINCOURT 1415** The tiny English army under Henry V numbered 6,000, being 5,000 archers & 1,000 men-at-arms, was to battle a French army of around 30,000, but yet again the impetuosity of the French nobles and knights was to lead to their undoing. **\$27.95**

**MAA111 ARMIES OF CRECY & POITIERS** Two of the most important battles in the early years of the 100 Years War, between the French and English. In both cases, French pride and impetuosity caused fatal errors. **\$19.95**

**MAA113 ARMIES OF AGINCOURT** An excellent overview of this crucial battle between the French and English during the 100 Years War. **\$19.95**

**MAA154 ARTHUR & THE ANGLO-SAXON WARS** The Arthurian Age & the birth of England. A time of settlement & the sword as invading Germanic peoples such as the Saxons, Jutes, and Angles, drove back the Romano-Celtic culture of Britannia. Also covers the Welsh, Irish, Picts, Norse & Danish. Plates by McBride. **\$19.95**

**MAA89 BYZANTINE ARMIES 886-1118 AD** The last bastion of Civilization to span from the Ancient era to the Middle Ages. They fought with & against the Crusaders, Islam, etc. **\$19.95**

**MAA287 BYZANTINE ARMIES 1118-1461 AD** Their continued wars with the Turks, the Italians, the Normans, etc, with organization, equipment, tactics, colors, etc. **\$20.00**

**CAMP43 FORNOVO 1495** The mentally backward French King Charles VIII invaded Italy in 1494, laying claim the throne in Rome. Could the divided Italian city-states combine to end this threat? And what happened when the Italian knights squared off against the French knights, the flower of chivalry? **\$30.00**

**MAA231 FRENCH MEDIEVAL ARMIES 1000-1300 AD** French knights were considered the flower of European chivalry. This book covers their origins, training, armies of southern and northern France, feudal service, knightly ideals, troop types, mercenaries, militias, strategies and tactics. **\$19.95**

**MAA200 EL CID & THE RECONQUISTA** The very name El Cid sums up much of the special character of medieval Spanish warfare. This book covers 1050 - 1492 AD. **\$20.00**

**WAR11 ENGLISH LONGBOWMEN 1330-1515** An in-depth examination of the famous English longbowmen, including recruitment, training, earnings, and service. **\$26.00**

**MAA310 GERMAN MEDIEVAL ARMIES** A totally revised version, covering many different campaigns. **\$24.00**

**CAMP13 HASTINGS 1066** Detailing all of the many factors leading up to the Norman invasion of Britain, and the subsequent battle of Hastings. **\$27.95**

**CAMP19 HATTIN 1187** Read how the events of 1187 AD shook Western Europe as Saladin crushed the Christian army at Hattin, and then going on to retake Jerusalem and much of the holy lands. **\$28.00**

**MAA195 HUNGARY & THE FALL OF EASTERN EUROPE** Hungary beat back invasions from Germany, settled invading Pechenegs, Magyars, Cumans, & were later threatened by the Ottoman Turks. **\$19.95**

**MAA136 ITALIAN MEDIEVAL ARMIES 1300-1500** A fascinating history, as the Italians formed a number of powerful city states, who competed both economically and militarily against each other. **\$19.95**

**WAR18 KNIGHT OF OUTREMER 1187-1344** Following Saladin's great victory at Hattin in 1187AD, the remaining Latin or Catholic enclaves in the Mediterranean were called Outremer. **\$26**

**ELITE17 KNIGHTS AT TOURNAMENT** One of the greatest pastimes of medieval nobles, costing huge amounts of money, & attracting huge amounts of attention. **\$24.95**

**CAMP46 LAKE PEIPUS 1242 AD** The story of the struggle between the Teutonic Knights and the powerful Russian city state of Novgorod. They clashed at frozen Lake Peipus. **\$30.00**

**MAA50 MEDIEVAL EUROPEAN ARMIES** Probably the most important book any fantasy or medieval wargamer can buy. This superb book covers in detail how feudal armies were raised, how mercenaries were hired, the emergence of the first national armies; and how all such bodies of troops were organized, cavalry, infantry, artillery. And tactics, including the longbow, Swiss pike, Hussite, Condottieri, and ranks of command & their titles. **\$19.95**

**MAA99 MEDIEVAL HERALDRY** An introduction to the reader of the role of the military aspect of heraldry and examples of how it was used in the 14th and 15th centuries. **\$19.95**

**WAR1 NORMAN KNIGHT 950-1204 AD** 64 page book, with 12 pages of color plates. The book covers the rise and development of Norman Knights. **\$24.95**

**CAMP44 PAVIA 1525** Pavia was the most decisive battle of the Italian Wars which raged almost continuously between 1494 and 1529, between Italy and France. **\$27.95**

**MAA171 SALADIN & THE SARACENS** Gives a full account of Saladin as he led the Saracens in battle against the Crusaders, but also details the Seljuks, Fatamids, Kwarismians, Mamluks. **\$20.00**

**WAR7 SAMURAI 1550-1600** An in-depth look into the training, arms and armor of the Samurai warrior, during the Japanese Age of Battles, covering the collapse of the Ashikaga shogunate and the establishment of the Tokugawa shogunate. **\$26.00**

**WAR10 SARACEN FARIS 1050-1250 AD** The Saracen cavalry, or faris, bested the Crusader's in almost every battle, but of a bigger threat were the Seljuk Turks and the devastating Mongol assault of the mid 13<sup>th</sup> century. **\$26.00**

**MAA222 THE AGE OF TAMERLANE** Said to be a descendant of Genghis Khan, Timur defeated the Jagatai, Karti, Jalayirids, Georgians, Turkomans, Golden Horde, Mazandarians, Muzaffarids, Ottomans, Mamluks, & the Delhi Sultanate. **\$20.00**

**MAA279 THE BORDER REIVERS** Focuses upon the mounted English Border Reivers, elite troops who protected the English border from Scottish raids. **\$25.00**

**ELITE19 THE CRUSADES** An overview of the Crusades, their participants, battles, etc. **\$24.95**

**ELITE58 THE JANISSARY INFANTRY** The Janissaries were elite infantry serving in the army of the Ottoman Turks, serving as the backbone of the army. **\$27.00**

**MAA155 THE KNIGHTS OF CHRIST** Details the Knights of the Temple, the feared Templars; Knights of St John of Jerusalem, the Hospitallers; Knights of St Lazarus; Hospitallers of St Thomas of Canterbury; German Orders, etc. **\$20.00**

**MAA259 THE MAMLUKS** In Europe the Mamluks of Egypt are remembered as so-called Slave Kings who drove the Crusaders from the Holy Land. They remained a great power for two and a half centuries, with a military tradition stretching back to the 8<sup>th</sup> century. **\$20.00**

**MAA105 THE MONGOLS** Examines the rise, history, warriors, armies, and tactics of the most successful warrior race in the whole of the Middle Ages. Russian cities fell before them, and then they turned on Hungary. They crushed the Hungarian armies, and by February 1942 were on their way to Vienna, but something happened which caused them to cease their advance and leave eastern Europe, never to return. Plates by McBride. **\$27.00**

**ELITE9 THE NORMANS** It was the Normans who began the creation of the United Kingdom, with the defeating of the Anglo-Saxons and unifying of all of Britain. They also had a large impact on French history, established a state in southern Italy and Sicily, and the Norman State of the Principality of Antioch, which played a large part in the Crusades. Arms, armor, tactics, and a detailed history are all presented. 64 pages, plates by Angus McBride. **\$24.95**

**ELITE23 THE SAMURAI** One of my favorite Osprey books - this one covers the Samurai from 935AD until 1600 AD, with the most stunning color plates I've seen by Angus McBride - full armor details for samurai in the time of the Mongol invasion, etc! **\$27.00**

**MAA151 THE SCOTTISH & WELSH WARS 1250-1400** Despite the Normans conquering the Anglo-Saxon England in 1066, it was another two centuries before the Anglo-Norman kings penetrated the wild interiors of Wales & Scotland, and many more before they were united under the one crown. **\$27.00**

**MAA94 THE SWISS AT WAR** One of the best MAA books. The whole book presents the development of the Swiss army by presenting detailed accounts of battle after battle, showing the Swiss changing from all halberdiers to mixed pikes and halberds. **\$20.00**

**MAA210 THE VENETIAN EMPIRE 1200-1670 AD** The city state of Venice in Italy had an extremely individual history & involvement during the Middle Ages. It had its own fleets, an extremely aggressive merchant empire (3,000 ships by 1450AD), and saw much combat against the other Italian city states, including river warfare, and a heavy reliance upon the condottieri (mercenaries). **\$19.95**

**MAA145 THE WARS OF THE ROSES** This was in fact a dynastic struggle between the English houses of York and Lancaster, really only involving the aristocratic families of those houses and their followers. A unique tactical study, for this war was one of the only ones in which both sides used longbows. **\$19.95**

### Gun Powder Era

**ELITE62 AMERICAN CIVIL WAR ZOUAVES** American Zouaves regiments, being filled with foreigners, based themselves on the fine reputation that had been built up by the French Zouaves. This book examines them in detail during the US Civil War. **\$20.00**

**CAMP2 AUSTERLITZ 1805** One of the most significant Napoleonic battles. Napoleon was cut off from his supply lines, and opposed by a joint Russian/Austrian army, yet he still managed to win. How did he manage such a feat? **\$27.95**

**BATTLE IN THE CIVIL WAR** This stunning little history book is by Paddy Griffith. It is a step by step explanation of how the Blue and Gray armies squared up to fight each other; how they maneuvered on the battlefield and what happened when they came to close combat. With tons of great illustrations. **\$22.50**

**MAA301 BOER WARS (I) 1836-1898 AD** The Boer Wars saw the Dutch settlers in South Africa, the Boers, crush almost everything the English and local Africans could throw at them. Gives heaps of detailed descriptions of battles & skirmishes, including wagon laager battles and small units of mounted Boers taking on thousands of Ndebele. **\$20.00**



**MAA303 BOER WARS (II) 1898-1902AD** The Boers manage to impose their authority over the black population by the mid 1890s, but by 1902 they were defeated by the British. \$20.00

**MAA294 BRITISH FORCES IN THE WEST INDIES 1793-1815** Uniforms, organisation & equipment of the British forces, including blacks, the West Indies, from 1793-815. \$20.00

**WAR19 BRITISH REDCOAT 1740-93** During the 50 year period covered by this study, the British army earned itself a formidable reputation as a fighting force. \$25.00

**WAR20 BRITISH REDCOAT (2) 1793-1815** Continues the story of the British Redcoat into Waterloo. \$25.00

**Campaign: Culloden 1746** Follows the progress and final defeat of Prince Charles Edward Stuart of Scotland. He gathered around him an army of loyal Highland clansmen and at first defeated the English. But finally the Scots launched their last charge. \$30.00

**WAR21 HIGHLAND CLANSMAN 1689-1746** Focuses on the Clansmen during their conflict with the English. \$25.00

**WAR22 IMPERIAL GUARDSMAN 1799-1815** Focuses on the French Imperial Guard. \$27.00

**MAA292 KING GEORGE'S ARMY 1740-1793 (3)** Uniform colors and organisation etc of the English army involved in the Seven Years War, the War of Austrian Succession, and War with France in America. \$20.00

**MAA307 LATE IMPERIAL CHINESE ARMIES 1520-1840** Chinese weapons & tactics fall behind those of other nations. \$24.00

**MAA296 LOUIS XV'S ARMY (1) CAVALRY & DRAGOONS** A substantial part of Louis XV's army consisted of numerous regiments of Guard Cavalry, heavy Cavalry, and dragoons. \$20.00

**MAA302 LOUIS XV'S ARMY (2) FRENCH INFANTRY** Details the troops recruited from men born and raised in France. \$20.00

**MAA304 LOUIS XV'S ARMY (3) FOREIGN INFANTRY** The importance of foreign regiments in the French army was great. \$24.00

**MAA308 LOUIS XV'S ARMY (3) Light Troops & Specialists** Reveals an extraordinary variety of units. \$24.00

**CAMP41 RORKE'S DRIFT 1879** The most famous battle of the Zulu war against the British. Little more than 100 British soldiers and patients defend a hospital against almost 4,000 Zulus. \$30.00

**MAA297 RUSSIAN ARMY OF THE SEVEN YEARS WAR (1)** Covers the Russian army from 1725 - 1740 and then into the seven years war, looking at uniforms, tactics, chronology, etc. \$20.00

**CAMP48 SALAMANCA 1812** The most decisive battle of the entire Peninsular War where Wellington smashed Marmont's French army, with a thrilling pursuit then occurring. \$30.00

**MAA293 THE RUSSIAN CIVIL WAR (1) THE RED ARMY** Uniforms, equipment and organisation of the Red Army during Russia's civil war, which raged from 1917-1926. \$20.00

**MAA305 THE RUSSIAN CIVIL WAR (2) THE WHITE ARMY** Uniforms, equipment and organisation of the 'White' Army during Russia's civil war, which raged from 1917-1926. \$24.00

**WAR13 UNION CAVALRYMAN 1861 - 1865** Extremely detailed look at the training, development, equipment, uniforms, organisation and tactics of the Union Cavalry. \$25.00

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**WAR14 ZULU 1816 - 1906** The Zulus caused the British Colonial troops quite a scare in the late 1870s. But fire power eventually won the day. \$25.00

## WWI, WWII, & Modern

**CAMP5 ARDENNES 1944** Hitler's last desperate gamble - the Battle of the Bulge. \$27.95

**CAMP42 BAGRATION 1944** A very detailed account of the build-up to, and the battles involved with the Soviet Army's massive assault on the Nazi Army Group Centre, in 1944. \$30.00

**WAR16 BRITISH TOMMY 1914-1918** This book looks in detail at how the British soldier lived, fought, and died during those horrible years of WWI. Weapons, tactics, uniforms, etc. \$26.00

**MAA306 CHINESE CIVIL WAR 1911-49** The fall of the Manchu dynasty in 1911 brought to an end a thousand years of Imperial rule and ushered in 40 years of strife. \$24.00

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**ELITE63 GERMAN MOUNTAIN & SKI TROOPS 1939-45** One of the elite arms of the German forces during WW2, that has received little attention. This book gives them attention at last. \$26.00

**NVA7 IS-2 HEAVY TANK 1944-73** Follows the history of the development and action of the IS Soviet heavy tank, which first appeared in late 1943. \$19.95

**NVA1 KINGTIGER HEAVY TANK** Detailed look at development & action of Pz VI B. \$19.95

**CAMP16 KURSK 1943** Excellent blow by blow account of the largest tank battle in history, where the Germans launched their last and perhaps most stupid offensive in Russia. \$27.95

**NVA17 KV-1 & 2 HEAVY TANKS 1941-45** The Germans got two nasty shocks when they invaded Russia in 1941 - the T-34 and the KV-1 & 2. \$20.00

**M2/M3 BRADLEY INFANTRY FIGHTING VEHICLE 1983-95** The US designed the M2/M3 Bradley to operate alongside the M1 Abrams, which is extremely fast and mobile. \$20.00

**NVA21 MERKAVA 1977-96** A detailed account of Israel's impressive Main Battle Tank, the Merkava. \$20.00

**CAMP49 MONS 1914** The first major class of the Great War. Mons came as a nasty shock to the German army. \$30.00

**CAMP1 NORMANDY 1944** Detailed account of the D-Day invasion by the Allies in 1944. \$27.95

**NVA22 PANTHER & VARIANTS** All the actual and planned variants of the Panther, including combat Ausf A, D, G, JagdPanther, planned FlakPanther, Panther F, etc. \$24.00

**ELITE65 REDCAPS Britain's Military Police** Had every British soldier over the centuries been an obedient and dutiful soldier, there would have been no need for the military police. \$27.00

**NVA3 SHERMAN MEDIUM TANK** The successor to the M3 Lee/Grant, the M4 Sherman medium tank was the primary Allied tank of the west in WW2. \$17.50

**NVA19 STUG III ASSAULT GUN 1940-1942** One of German's most powerful AFVs at the beginning of the war. \$20.00

**NVA9 T-34/76 MEDIUM TANK 1941-45** The best tank of WW2 at the time of its inception. It gave the German's a hell of a scare, and inspired the Panther. By Steven Zaloga. \$19.95

**NVA20 T-34/85 MEDIUM TANK 1944-1994** The T-34/76 was upgunned to the 85mm calibre gun in 1944, giving the tank more than enough firepower to handle most German tanks. \$20.00

**MAA312 THE ALGERIAN WAR 1954-62** France's attempt to hold onto its colony in Algeria. \$24.00

**ELITE61 THE BRITISH GUARDS DIVISION 1914-45** Follows the British Guards in action in two World Wars. \$27.00

**MAA311 THE GERMAN ARMY 1939-45 I BLITZKRIEG** The uniforms & equipment of the German army, etc.. \$24.00

**MAA309 THE ITALIAN INVASION OF ABYSSINIA 1935-36** Italian invasion of Ethiopia before WW2. \$27.00

**NVA5 TIGER I HEAVY TANK 1942-45** The development, models, and action of the most feared heavy tank of WW2, the Tiger I, armed with that ubiquitous 88mm L56 gun. \$19.95

## SPECIAL EDITION OSPREY

These books are special edition Osprey books, of which we purchased two of each. Once they sell, they are gone. So if you are interested in any titles, please send in your order quickly. Each book is a definitive work on specific military and aerospace subjects: specially commissioned artwork, archive illustrations, first-hand combat accounts. Full color photography in some, and more than 150 illustrations with detailed text. The titles are:

**B-52 STRATOFORTRESS** Hardcover with 272 pages with many full color plates. Details the whole B-52 story, from its inception as the ultimate conventional Cold War warrior, through testing times over south-east Asia, including Vietnam, to its extensive role in the Gulf war against Iraq. Crewmembers from all four decades have provided an oral history of the plane in conflict. \$99.00

**CLASSIC WWII AIRCRAFT CUTAWAYS** 152 page hardcover book full of B&W photos and cut away drawings. The bulk of these fine cutaways, which are an art form in their own right, have not seen the light of day for many decades, and after years in the archives they are now being republished once again. All the major Allied and Axis combat types ranging from the Spitfire to ME109 fighters through to Lancaster bombers are included. \$70.00

**CLASSIC AIRCRAFT OF WWI** 126 full color pages. When compared to today's high-speed, multirole combat aircraft, the fighting scouts and bombers of the Great War look almost comical in appearance. However, 80 years ago these machines were at the leading edge of technology, and the craftsmanship involved in their construction is still breathtaking today. The survivors of that era, Sopwith Scouts, Fokker Fighters, the rugged SPADs, are featured in this tribute to the combat aircraft of a bygone age. \$35.00

**HURRICANE - A FIGHTER LEGEND** 144 full color pages. The Hawker Hurricane was the RAF's first monoplane fighter, and it dragged the service into a position where it could defend Britain in its hour of need during 1940. \$35.00

**LOCKHEED SR-71 BLACKBIRD** 240 page hardcover with color plates. The only complete and accurate account of the SR-71s secret operational missions. Unprecedented first hand reports from over 70 crewmen of their Mach 3+ sorties reveal the true extent of the aircraft's incredible capabilities. \$70.00

**Me 262 STORMBIRD RISING** The legendary Me262 was the world's first operational turbojet fighter. This fighter could have single-handedly swept the daylight Allied bombing sorties from the sky, had it not been hampered by unforeseen technical problems, official disinterest, Hitler's famous pre-occupation with its conversion into a blitzbomber, and lack of parts and fuel. Hardcover book, 216 pages including color plates. \$60.00

**SPITFIRE - FLYING LEGEND** 192 page hardcover book full of color photos. Regarded by many as the saviour of Britain in its darkest hour, the Spitfire is without a doubt the most famous combat aircraft of WW2. This book celebrates its 60th anniversary. \$70.00

**SPITFIRE IN BLUE** Hardcover with 158 pages and color plates. The Spitfire in Blue was a photo reconnaissance Spitfire with no weapons other than its cameras. Flying these planes in 1945 was no piece of cake. You were alone, hundreds of miles into enemy airspace over Europe, flying straight and level and concentrating on your camera work - and you were a sitting duck. Your job was to get the photos home, not to indulge in fighter-style antics - if possible! \$50.00

**THE ILLUSTRATED HISTORY OF MILITARY MOTORCYCLES** Having proved its worth in 1914-18, it was the Second World War which marked the zenith of the 'battle bike', with millions supplied for recon, communications and troop transport. This 208 page hardcover book with color plates gives comprehensive history of every type of machine that falls within its historical and national context, from Harley-Davidsons to Gemany's BMW R75. \$70.00

**THE ILLUSTRATED HISTORY OF MILITARY VEHICLES: Transport & Halftracks** Hardcover with 208 pages, including color plates. This comprehensive book covers the transport problems faced by the eight major countries involved in WW2. Great Britain, the British Commonwealth, USA, Germany, Italy, France, Russia and Japan, and includes vehicles from 1/4 ton jeeps, halftracks, to trucks to tank transporters. \$70.00

**THE OSPREY ENCYCLOPEDIA OF RUSSIAN AIRCRAFT 1875-1995** Over 500,000 words of text and performance data, 568 accurate and detailed drawings, some of which show many versions of a single type, over 750 photos sourced from Russian archives, extensive coverage of pre-1917 Russian aircraft. \$150.00

**THUNDERBOLT & LIGHTNING** The P-47 Thunderbolt and Lockheed P-38 Lightning were vastly different designs, but both these aircraft served with distinction in the fighter escort and fighter-bomber role across Europe. \$35.00

**WORLD WAR TWO AFVs & SELF PROPELLED ARTILLERY** The AFV played a major role in WWII. The artillery found it necessary to mechanise some of its field pieces. Armored cars were called upon to carry out tasks in addition to reconnaissance. Tank destroyers were designed to seek, and destroy enemy armor. \$75.00

**WORLD WAR TWO TANKS** 208 page hardcover book with color plates. This is a magnificent book of WW2 tanks, most with photos, from Great Britain, British Commonwealth, USA, Soviet Union, France, Germany, Italy, Japan, and to my delight, rare photos of tanks from Belgium, Czechoslovakia, Hungary, Poland and Sweden! Many photos I've never seen before. \$75.00

## HISTORICAL VIDEOS

### Luftwaffe Videos

A series of 60 minutes videos focusing on various German military aircraft of WWII.

**CHR015 Jager - Day Fighters 1939-42** The video primarily covers the Messerschmitt Bf-109. \$40.00

**CHR016 Jager - Day Fighters 1942-45** The video primarily covers the FockeWulf Fw-190. \$40.00

**CHR017 Zerstorers- Heavy Fighters & Nightfighters** Covers aircraft such as the Me-110 and Me-210. \$40.00

**CHR018 Stuka & Schlachtflieger** The famous Stuka Ju-87 in action, also the He-129 and Fw-190. \$40.00

**CHR019 Bombers & Bomber Operations 1939-42** The Heinkel He-111, the Dornier DO-17 and the Heinkel He-177. \$40.00

**CHR020 Bombers & Bomber Operations 1942-45** The Junkers Ju-88, the Dornier DO-217. \$40.00

**CHR021 Jet Fighters, Jet Bombers & V. Weapons** The Me-262 Jet fighter, Me-163, Ar-234 and V-Weapons. \$40.00

**CHR022 Transports, Gliders & Fallschirmjager** Junkers Ju-52, DFS-230s, etc. \$40.00

### Panzer Videos

A series of 60 minutes videos focusing on various German military tanks of WWII.

**CHR006 Panzer VI Tiger & Kingtiger** Video covers the Tiger I and II, and Elephant and Sturmtriger. \$40.00

**CHR007 Panzer V Panther** Video covering the magnificent Panther tank in action on all fronts from 1943-45. \$40.00

**CHR008 Panzer IV** The workhorse of the German Army. \$40.00

**CHR009 Panzer III** Used effectively in the early war years. \$40.00

**CHR010 Light Panzer I, II, 35(t) and 38(t)** Although small and weak, these tanks lead the early Blitzkrieg. \$40.00

**CHR011 Assault Guns StuG II and StuG IV** The highly successful German series of assault guns. \$40.00

**CHR012 Self Propelled Weapons** Self propelled guns such as the Marder, Wespe and Hummel. \$40.00

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## CRANSTON FINE ARTS

### Art Prints

Beautiful art prints by Cranston Fine Arts, with very famous Napoleonic, American Civil War, and WWII ships reproduced faithfully from the originals.

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**DHM150 The Battle of Trafalgar 23" x 15"** showing Nelson dying after having been shot by a French marksman. \$85.00

**DHM073 The Battle of Waterloo 30" x 18"** My all-time favorite painting, showing French Cuirassiers charging British squares. \$115.00

**DHM015 Quatre Bras (Black Watch at Bay) 30" x 20"** showing French cavalry riding down Scottish Black Watch. \$115.00

**DHM110 Charge of the Light Brigade 32" x 20"**. \$115.00

**DHM153 Duckworths Action of Sandamingo 1806 30" x 18"** showing sailing ships in combat. \$115.00

**DHM010 Evening of Waterloo 27" x 13"** showing Napoleon making a getaway while Old Guard make a stand. \$36.00

**DHM200 Scotland Forever 32" x 16"** The famous painting of the charge of the Scots Greys at Waterloo. \$115.00

**DHM144 The Captain Capturing the San Nicholas 23" x 15"** The naval Battle of Cape St Vincent involving Nelson. \$36.00

**DHM143 The Defense at the Battle of the Glorious First of June 1794 30" x 18"** A British galleon being shot up by two French galleons. \$36.00

**DHM293 Wellingtons March from Quatre Bras to Waterloo 27" x 14"** Wellington leading his army to Waterloo in 1815. \$36.00

**DHM298 The Battle of Bannockburn 32" x 15"** My second favorite painting, showing English knights charging into massed ranks of Scots Common pikemen. \$115.00



The Battle of Bannockburn

**DHM351 Operation Goodwood, Caen, Normandy 11.5" x 9"** Sherman tanks break out from Normandy. \$36.00



## WARGAMES

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

### Complexity Key

|  |  |
|--|--|
| Basic Games<br>*<br>(Introductory Level)       | Intermediate<br>**<br>(Still good for beginners) |
| Advanced Games<br>***<br>(Veteran gamers only) | Master Games<br>****<br>(Too many rules)         |

### Solitaire Suitability

|   |   |
|---|---|
| Totally Unsuitable<br>For Solitaire Play<br># | Fairly Suitable<br>For Solitaire Play<br>## |
| Highly Suitable<br>For Solitaire Play<br>###  | Can Only Be<br>Played Solitaire<br>####     |

### Company Codes

|                             |                            |
|-----------------------------|----------------------------|
| ADG Australian Design Group | AH Avalon Hill             |
| COA Clash of Arms           | COM Command Mag (XTR)      |
| FAS FASA Corp.              | GAM Games Workshop         |
| GDW Game Designers Wkshp    | GMT Not Get More Tanks!    |
| GRD Games Research & Design | IRO Iron Crown Enterprises |
| JED Jedko Games             | MB Milton Bradley Games    |
| SDI Simulation Design Inc.  | STE Steve Jackson Games    |
| S&T S & T Magazine          | SUP Supremacy Games        |
| TAS Task Force Games        | TGI The Gamers Inc         |
| VIC Victory Games           | 3W World Wide Wargames     |
| WES West End Games          | WIZ Wizards of the Coast   |

### Beginner's Games

#### JED Basic Training

This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.00

#### JED Beginner's Guide to Strategy Gaming \*\*/#

A more comprehensive 55 page introductory book dealing with rules terminology & counter symbology, notes on solitaire play, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules. \$3.00

#### JED Field Marshal

A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. \$20.00

## Ancient Era

#### AH Age of Renaissance \*/#

Civilization in the Middle Ages. Picks up where Civilization ends, in the 8th Century. Three to six players vie to re-establish their civilizations via trade while advancing in science, religion, commerce, communications, exploration and civics. While gains are measured in economic terms rather than territorial conquest, the proceedings are still warlike. Against this backdrop of war, plague, famine, and religious strife, such personalities as Da Vinci and Columbus appear to guide mankind to the threshold of a new beginning. Victory is not won at the point of a sword but in the acquisition and application of 26 Advances ranging from Caravan to Industry. Includes three campaigns, each of which can be played in an evening. Stunning mounted mapboard 22" x 32", three counter sheet, score pads, 64 history cards, etc. \$109.95

#### Xeno Alexander's Generals \*/#

A magnificent game from Xeno games, this is the game of Alexander the Great's Successors squabbling amongst themselves, 323-281 B.C. The game is very similar in mechanics to Milton Bradley's *Shogun*. For 2-6 players, each with two historical generals, such as Lysimachus & Cassander, Seleucus & Antiochus, Ptolemy & Menelaos, etc. The sixty province cards are dealt equally to each player, and players then place their armies and garrisons. Armies have up to 18 units, and all stand-up counters have two sides, for fog of war. Units include cavalry, elephants, phalanx, missile troops, skirmishers, garrisons and triremes. Rules are nice and simple, so you can concentrate on playing the game! For combat, each unit has an attack value against each other type of unit. For example, Elephants kill cavalry on 5+ on a D10, and skirmishes kill elephants on 7+ on D10. Players receive recruitment points from the provinces owned, and certain provinces provide certain troop types at a discount. 23"x25" color map, 552 color stand-up counters, 60 province cards, 4 D10 dice. \$49.95

#### 3W Barbarians 70 BC - 260 AD \*/#/#

A huge strategic game with 4 full sized maps covering the entire northern frontier of the Roman Empire, 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are represented. There are 32 scenarios, but perhaps the most appealing is the Free Set-Up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. Come the 3rd Century, it will be hard stopping those Goths & Vandals. \$45.00

#### DEC Battles of Ancient World Vol. II \*/#/#

Includes four more battles of the Ancient World. Issues 333 BC, between Alexander and Darius; Metastus in 207 BC where the Roman Consul Nero crushed the Carthaginian force, 53 BC, where the Parthians obliterated a Roman force; and the 15 AD with the Romans seeking revenge against the Germans. 420 counters, etc. \$20.00

#### AH Britannia \*/#

A 3 to 5 player game that covers 1000 years of British history where tenacious English tribes had to compete for real estate against the Romans, Angles, Saxons, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. With 256 counters and a 22"x24" mapboard. \$55.00

#### AH Civilization \*/#

2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade in empires fosters social & technological growth. \$85.00

#### → Advanced Civilization

Box set containing a 48-page rulebook & game's guide, additional civilization (8 new) & commodity cards, 4 new calamities, eight-player games, pillage, enhanced card attributes, simplified trading, etc! \$65.00

#### → Trade Cards

50 extra cards as included in the original game. \$10.00

#### → Western Expansion Map

22"x11" mapsheet extension & African/Arabian AST. \$16.00

#### AH Hannibal: Rome vs Carthage \*/#

A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. 2 decks of cards which bring out events and personalities of the period, 100 cards, mounted 22"x32" mapboard, 132 political counters, 64 units & generals counters, etc. \$80.00

#### AH History of the World \*/#

A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall while the rapid passing of the centuries. Players receive multiple offers of abandoning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minors of Crete to Alexander the Great to Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. \$80.00

#### 3W Ironsides \*/#/#

Presents four scenarios from the English Civil War, being the Edgehill Campaign, the campaign leading to Marston Moor, the rebellion in Ireland (to be played solitaire) and Scotland. Has 500 counters, 2 x 34"x22" maps, rules. \$35.00

#### GMT Julius Caesar \*/#/#

960 stunning counters covering each type of fighting unit of Marian Rome, 3 double sided maps, 30 legions using the Marian coin system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. Battles include Pharsalus in Thessaly, between Caesar and Pompey, Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & Numidians ally against Caesar, etc! \$90.00

#### → Dictator: Julius Caesar Module # 1

Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marcellus against the Cimbric Under King Boerix; & Chaeronea in 88BC, Consul Sulla against Archelaus. \$30.00

#### AH Kingmaker \*/#/#

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, privateers, Parliamentary titles, plague, Scottish raids, and a distinct lack of medieval chivalry! 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. \$55.00

#### AH Machiavelli \*/#

A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat you most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. Mounted 22" x 32" mapboard, 520 counters. \$70.00

#### AH Maharaja \*/#

A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Game mechanics are simple, allowing players to concentrate on fast moving game play. 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. \$65.00

#### AH New World \*/#

2 to 6 players explore Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonize. Players must build fleets to transport people to the New World, & to bring back its resources. Whether storms or pirates intervene. Once ashore colonists can raise crops, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. \$45.00

#### AH Republic of Rome \*/#/#

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs, each representing a faction of influential Senators vying for the Consulship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs but with 250 years of Roman Republic history to play with, that's not going to be easy! \$85.00

#### GMT Samurai \*/#/#

Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jida, the Age of Warring Daimyos, in the 16th century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes

counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okazama, Aneagawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22"x34" maps, rules, scenarios, etc. \$90.00

#### GAM Samurai Card Game \*/#

Become a samurai warrior in the Sengoku period (1467-1568), seeking to gain honor by serving a feudal warlord, his daimyo. Should he follow to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. For 3-6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. \$39.95

#### MB Samurai Swords \*/#

Milton Bradley has re-released *Shogun*, now re-titled *Samurai Swords*. This is one of the best multi-player games ever produced. For 2 to 5 players, the time is the mid-16th century, the Age of War in Japan. Five formidable warlords prepare for a climactic clash of arms. Their weapons are secret strategies, sneak attacks and deadly samurai warfare. Their goal? To crush the enemy and earn the exalted title of Shogun. Only one can succeed! You have three daimyos leading field armies, garrisons, you can build castles, fortifications or more troops, hire ninjas, but be on the watch for those backstabs! With a beautiful mounted mapboard of the whole of Japan, 406 plastic soldiers, plastic money, army cards, production secrecy screens, simple to follow rules, plastic swords, 72 domain cards, etc. \$89.95

#### AH Successors \*/#

The time was 326BC, and Alexander the Great had just died. Alexander had made no provisions for an orderly succession, so in a short time his Macedonian generals would be fighting among themselves to control his vast empire. A 3 to 4 player game. The beautiful mounted mapboard stretches from Europe to Persia. Each player commands two or more of the 11 generals. With a unique multi-player strategy game format, special small scenarios and larger games, 64 player cards, mutiny, assassins, sieges, naval combat, defections, 3 counter sheets. \$99.00

#### COA The King's War \*/#/#

A two player operational simulation of the English Civil War. Each leader has his own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign, 500 counters, Covered walls, towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22"x34" map, player aid maps, charts, rules. \$60.00

#### MAY The Settlers of Catan 2nd Printing \*/#

This medieval boardgame is the most popular board game in Australia at the moment. In this game, groups of settlers try to become the dominant group on the island of Catan by building settlements and cities and across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for all levels of play. With 37 colorful hexagonal hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended. \$70.00

## Napoleonic Era

#### COA 1807: The Eagles Turn East \*/#/#

1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the verge of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over... with 400 counters representing every major commander individually rated, cavalry, divisions, corps, artillery, cavalry, & infantry. \$75.00

Art of War Magazine # 23/24 includes a module for 1807. \$7.00

The Art of War Magazine # 25 Clash of Arms magazine. This issue contains a narrative history for 1807: The Eagles Turn East. \$4.00

#### 3W Battle Of The Alma \*/#/#

The first major battle of the Crimean War. The first combined British and French frontal assault on the bluffs suffered horrendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. Special - \$25.00

#### AH Blackbeard \*/#/#

An extremely fast paced 1 to 4 player game of the high days of pirates. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. 2 mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. \$85.00

#### GUS BORODINO \*/#/#

Another stunning Napoleonic game by Games USA, this one capturing one of the most exciting battles of that time - the titanic clash between Napoleon and the Russians at Borodino in 1812, two massive armies that in the end drew a stalemate. Giving a 'miniatures feel', the counters of divisions are 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. Features every corps, wing and army leader, units are divisions for infantry, brigades or regiments for cavalry, and artillery in batteries of 4 - 8 guns. With four scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, providing fog of war. With 340 counters, 18"x25" area movement map, rules, scenarios. \$43.00

#### COA Close Action - Fighting Sail \*/#/#

The Age of Fighting Sail. Allows you to captain a ship of the line in 24 scenarios spanning the years 1780-1815, with ship versus ship to fleet actions. Covers the American War of Independence and the War of 1812, & the battle contested wars of Napoleon. Range, attenuation and damage charts allow assessment and allocation to occur in real time. With 70 colorful ship counters, 140 status markers, charts, tables, maps, rules. \$70.00

#### AH Empires In Arms \*/#/#

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, etc! A magnificent multi-player simulation of scope & grandeur with 5 scenarios & 4 campaigns. \$80.00

#### XEN Emperors of Europe \*/#

Can you conquer Europe? Napoleon, Frederick the Great and others have tried. The Total War Scenario in this game provides you with the chance to enlarge your nation while maintaining a delicate balance of power. These strategic challenges, as well as operational and tactical skills are all tested when you play Emperors of Europe. Includes 698 stand-up counters, 24"x36" color map of Europe, army displays, etc. \$45.00

#### AH Enemy in Sight \*/#

An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American



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frigates capable of making 14 knots in an open sea. Break the Line, take the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Simple rules, 40 counters, 176 color cards, for 2-8 players. \$40.00

## GU Friedland

This wargame has a miniature's feel, with unit counters of divisions being 1" by 1/2", with area movement on the map, so your units look like divisions arrayed in line for battle. The battle is Friedland in 1807, between Napoleon and the Russians under Bennigsen. Features every major corps, wing and army leader, units are divisions and brigades for infantry, brigades or regiments for cavalry, and artillery in batteries of 4-8 guns. With five scenarios, including the full battle. Back printed counters showing infantry and cavalry in line, artillery batteries ready for action, and national flags for leaders, provide fog of war. With middle complexity rules, 380 counters, 18"x26" colorful area movement map, rules, scenarios. Recommended. **Special** \$40.00

## COA Jena

1806AD. With five scenarios that span the opening engagement of Saalfeld through the incredible French victories of Jena and Auerstaedt. The Campaign Game opens with the French corps exiting the mountains of Franconia and Thuringia. With 334"x22" maps, 420 counters, rules, combat chart, offboard movement track. \$50.00

## COA Kolin

In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshal von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic descendants. With 420 counters, 334"x22" maps, standard and special rule books, charts, tables, historical commentary. \$55.00

## COA La Bataille D'Espagnol - Talavera

A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on a 417"x22" period map over which a hexagonal grid has been laid. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. \$30.00

## COA La Bataille D'Albuera-Espagnol

A simulation of the hardest fought battle of the Peninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. With 34x22" map, 400 counters. \$30.00

## COA La Bataille de Corunna-Espagnol

1809, January 11th. A very much worse-for-was British army struggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is that the fleet has not yet arrived. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x22" map, 200+ colorful counters, rules, historical commentary, etc. \$30.00

## COA La Bataille de les Quatre Bras

The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. \$70.00

## COA Leuthen

It is December 1757. Under threat from losing Silesia, Frederick marched his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles' nearly 60,000 polygonous forces of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. This became Frederick's greatest victory. Unit scale is infantry battalions, cavalry regiments, artillery "sections." With rules, 40 page battle rules book, 4 maps, 200 colorful unit and leader counters, 280 markers, etc. This is a special limited edition. \$99.00

## COL Napoleon

Napoleon, former Emperor of France, had returned from exile on the island of Elba, again seized power, quickly assembled an army, and marched to face the British and Prussian armies preparing to invade France. This is where the game begins. Has a full color mapboard 22" x 17" of southern Belgium. All three armies maneuver about this board which uses a point to point movement system. The units are 84 wooden blocks with a sticker facing the player, so your enemy does not know what your units are. \$45.00

## S&TJ138 Napoleon at Eylau

Strategy & Tactics Magazine. A two player game re-enacts the battle which occurred on February 8<sup>th</sup> 1807 before the town of Prussisch-Eylau between the French under Napoleon and Russian under Bennigsen. 120 counters. \$48.00

## COA Napoleon at Leipzig

His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack his most stout foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Finally, Sweden has joined them. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, excellent for solitary or up to 8 players, 360 colorful counters, great maps, etc. \$45.00

## COL Quebec 1759

A unique strategy game depicting the historic campaign and battle between French and British forces for control of North America. The game is played on a 32"x11" colorful mapboard with wooden counters which represent the actual regiments, militia, Indians, and naval forces that served in the campaign. As the British you must launch a successful assault across the river to invade French territory, and you can make feints to keep the French player off his toes. With 50 wooden pieces giving fog-of-war, with simple rules and set-up so you can set-up and play within 5 minutes. \$36.00

## PAR Risk Deluxe

Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3-6 players each begin with their own equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or control all Africa, or have any of your zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. \$70.00

## JUM STRATEGO

One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. The game comes in several formats, as below:

## Stratego Travel

A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat

quicker to resolve. A "10" kills a "3" for example.

## Stratego Compact

A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases. \$30.00

## Stratego Original

This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture. \$50.00

## Stratego 4

This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inscribed on them, so enemy on your flanks can't see the rank. You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plastic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress. \$80.00

## DEC The '45

Bonnie Prince Charles' attempt to grab the English throne resulted in him overrunning Scotland and marching to London, but the battle of Culloden smashed all hope. This game features an accurate order of battle, the 3D plastic pieces that allow players to examine the campaign at six important turning points. The unit scale is regimental with detached companies. The map is point to point movement. 352 counters, map, etc. \$55.00

## DEC The Sun Never Sets

Three separate games of the major wars fought by the British to expand their Empire in the 19<sup>th</sup> Century. Players can march to the far flung frontiers of British civilization, engage vast hordes of natives, and plant the British flag in Kharotum, Peking, and Ulundi. The three campaigns are March to Peking, with Britain and France in 1860 taking on the Chinese; Zulu War with the British against the Zulus in 1879; and The Boer Wars with three scenarios of General's Gordon and Kitchener taking on the African Mahdists. With 2 34x22" maps, 620 counters. \$65.00

## GMT The Battles of Waterloo

Modern warfare's most famous battle. Do you try to take Hougoumont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to seize the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Waivre, where the Prussians must hold on against Grouchy; and June 18, covering the battle of Mont St-Jean plus the battle of Waivre. Features rules with a historical flavor, 480 counters, 3 double printed maps. \$80.00

## AH War & Peace

In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth, incensed by this outrageous act to the legitimacy of the royalist governments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard and 1040 counters featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. \$60.00

## COL War of 1812

In July 1812, the young American Republic sought to redress grievances against Britain by declaring war and invading British territory (Canada) to the north. After a bitter thirty month struggle known as the War of 1812, the conflict ended in a negotiated stalemate. With a full color 34"x11" period map with town to town links to lake movement system; 50 wooden pieces with a sticker on one face to give fog-of-war, simple rules. \$36.00

## AH We the People

An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins army by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. \$85.00

## AH Wooden Ships & Iron Men

An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! \$60.00

# American Civil War World War One

## VIC Across Five Aprils

Use simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Vicksburg, etc. With a stunning hex based play in one hour; larger ones taking 3-4 hours. Very high solo playability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. \$75.00

## COA Autumn of Glory

A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattanooga. This event broke the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. The weak Confederate forces must remain flexible and hang on until help arrives. With a 22"x34" map, 240 counters, two rulebooks, etc. \$40.00

The Art of War # 23/24 includes a complete expansion for Autumn of Glory, including 140 counters. \$7.00

## COL Bobby Lee

Another excellent wooden-block game from Columbia Games. This game brings to life the American Civil War from 1861-65, covering the war in the east between Richmond and Washington. You can fight a campaign or five scenarios covering First and Second Battles of Bull Run, Antietam, Shiloh, Gettysburg, Vicksburg, etc. With a stunning hex based full color 22" x 25" mapboard, 84 wooden counters with stickers, etc. Once enemy units both occupy the same hex, a battle is resolved using a full color battlefield map, with left and right flanks, centre, and reserve, for both players. \$52.00

## AH Geronimo

As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyenne, Comanche, Blackfoot, Arapaho, etc. Arranged against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gaging guns, the telegraph, and Springfield Rifles, the Indians had no defense. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. \$75.00

## SPE Gettysburg: Three Days in July

By Speert Games, this is the most visually appealing and playable game of the Battle of Gettysburg in the American Civil War. With a stunning 34" x 37" mounted mapboard of Gettysburg, Pennsylvania, and surrounding area with hex movement and 137 one inch plastic standup pieces, with a flag on one side and the unit on the other, to give fog of war, representing every infantry, cavalry and artillery unit present at the battle, 16 pages of rules are easy to follow, and players record damage to units on unit score pads provided. Also has various play aid cards and tables. Weighs over 2.2 kg! Crazy Special \$48.00

## GMT Glory

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Covers three battles, First Manassas, Second Manassas and Chickamauga. The game system combines sophistication with ease of accessibility - rules are less than 8 pages long, with almost no charts. The scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitary play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. \$70.00

## AH Here Come the Rebels

The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. \$60.00

## COA Lees Takes Command

A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered the hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. \$37.00

## AH Roads to Gettysburg

Covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have General Meade, you have to catch this army and crush it to end the war. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" map sheets, ammunition pad, counter tray, & several display cards. \$75.00

## COL Sam Grant

Brings to life the most dramatic event in American history, the Civil War. The game covers the war in the western theater, focusing on the three year struggle for Alabama, Georgia, Kentucky, Mississippi, and Tennessee. Rules link to Bobby Lee as well. The historical campaigns included are Shiloh, Vicksburg, Chickamauga, and Atlanta. Features a superb full color 22"x25" map, 84 wooden counters that provide step losses and fog of war. \$60.00

## AH Stonewall in the Valley

The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvers all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, trails, railroads, villages, mountains, and waterways. \$70.00

## AH Stonewall Jackson's Way

Covers the second battle of Bull Run in central Virginia during 1862, wherein "good of boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" map sheets (2000 yards per hex), plus units ranging from regiments to corps. 520 counters. \$85.00

## AH Stonewall's Last Battle

The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With 22x32" mapsheet, 260 counters, charts, etc. \$65.00

## COA The Army of the Heartland

During the four bloody years of the American Civil War, many of the most important campaigns occurred in the West, the "heartland" of both sides. It was here that the rebel Army of Tennessee took its blood; Johnston bleeding to death in a Shiloh peach orchard; the fruitless victory at Chickamauga. With over 90 individually rated leaders, 560 counters, two 34" x 22" maps, nine scenarios plus campaign. \$60.00

## GMT The Three Days of Gettysburg

This game is the most stunning American civil war game I have seen. The game concentrates on the use, effects, and personalities of battlefield commanders, and on the tactical and strategic decisions such large numbers of troops and bringing them to bear tellingly on the enemy. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. \$99.00

## Xeno This Hallowed Ground

The American Civil War in the style of Axis & Allies, by Xeno Games. Contains a light card 22"x34" color map, 104 plastic pieces that represent 6 different troop types for both Confederate and Union: armies, cavalry, leaders, recruits, Veteran infantry, elite infantry. The plastic figures are about 23mm high and are very high quality. There are also 140 counters representing ships, forts, entrenchments, 119 counters, 70 mini poker chips to represent stacking, 10 dice, simple rules, which cover: naval units, entrenchments & forts, railroads, command control, bombardments, recruitment, Union blockades, blockade runners, Confederate raiders, and Indian uprisings. \$60.00

## AH Colonial Diplomacy

A stand alone game of Colonial Diplomacy, using all of regular Diplomacy's rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! \$100.00

## AH Diplomacy

A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machievellian politics of empire building. Military successes will win you the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, etc. \$65.00

## ADG Fatal Alliances II

A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), 4 map overlays (WWI central Europe & WW2 Scandinavia Off Map Box variant), a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. \$30.00

## COA Home Before the Leaves Fall

This is the best WWI wargame I have seen. WWI wargame ever released. The game covers that fateful summer of 1914, when the German Empire made its strongest bid for victory in the West. In addition to the grand campaign game, scenarios highlight specific army actions during the battles for the Frontiers, the Retreat from Mons and the Miracle of the Marne. Units represent battalions, regiments, brigades, and divisions which in turn comprise corps and armies. 3,080 beautiful counters feature full color period national symbols and heaps of unit detail. Also has two 34"x22" maps, 24 army charts and displays, standard rulebook, exclusive rules and scenario book with historical commentary. \$124.95

## AH Knights of the Air

Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuver cards, cards for each player's counters, etc. \$50.00



## COA Landships

Covers the Great War at grand tactical level. The #20 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918. **The Art of War Magazine # 25 Advanced Rules for Landships.** \$4.00

## GRD March to Victory

The Great War with Europe rules! 16 miles to a hex, two week turns, naval and air power is represented. Basic formation is at divisional level, with regiments, brigades and battalions. Two half maps, one full map. 3,360 counters (Germans, British, French, Dutch, Belgians, Swiss, Italians, Austrians, etc. Central Powers; Entente and Neutrals OB books. Lots of scenarios. Off maps strategic operations. February. \$150.00

## S&T186 Over the Top!

General Von Kluck's German First Army was to sweep through Belgium and northern France to trap the Allies in Paris, but the Battles of Mons and the Marne, in 1914, put paid to the German strategy. Map and 280 back printed counters. \$22.00

## S&T180 Reinforce the Right! 1914

A game for two players based on the opening campaign of World War One in 1914. One plays Germany, and the other French, British, and Belgian units. Can you as Germany bring to completion the Schlieffen Plan to reinforce the right sufficiently to take Paris? Can you as the Allies stop this from happening? 280 counters, large map of Belgium, France, & Germany. \$27.00

## 3W Rorke's Drift

Contains two games in one. A tactical game of Rorke's Drift, pitting just over a hundred British soldiers against 4,000 Zulus, in one of the greatest feats of bravery ever. The second is a campaign game of the entire Boer War, where the British were repeatedly beaten by the Boers, they finally managed to win. With 600 counters, maps, etc. \$20.00

## AP The Great War at Sea Vol I

This is the most stunning WWI naval wargame I have seen. With gorgeous full color counters of ships that fought in the Mediterranean from 1911 to 1918 from the countries France, Russia, Austri-Hungary, Turkey, Germany, Great Britain, Italy, and Greece. Players plot the movement of their fleets on the strategic map in advance. When opposing fleets meet, play moves to the battle map where ships maneuver and fire on each other with guns and torpedoes. More than 50 scenarios, 8 pages of rules, 280 1/2 inch counters and 180 1 inch counters, three maps. Fantastic. Special \$50.00

## PAN Warlords

An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the factitious provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation. \$2.00

# World War Two

## AH Advanced Third Reich

A comprehensive study of the battle for Europe and North Africa. Components include two painted 22"x31" mapsheets with 1" landscape hexes, 1,040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 28 non-historic randomly selected variants for the Axis & Allies, technological advances, 7 scenarios, etc. \$90.00

## → Empire of the Rising Sun

The Third Reich rules for the war in the Pacific. This can be played with Third Reich or as a complete stand alone game. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, 5 counter sheets, 2 22"x31" mapsheets, etc. \$99.00

## AH Atlantic Storm

From September 1939 through May 1943, the German Wolf Pack submarine force sank 2,455 Merchant Marine vessels carrying 13 million tons of needed war materials for Great Britain. Includes two decks of cards, one with 40 historical convoys, the other being 112 cards of the forces of the two opposing sides. Even the Bismark is included in the game. Due Feb. \$50.00

## MB Axis & Allies

A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic miniatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. \$90.00

## The World At War

By Xeno Games, this is a deluxe Axis & Allies expansion. Gives new rules that allow for more realism to the game and actually starts the game in 1939. These rules may be used with either 1st or 2nd ed A&A. This boxed expansion comes with 238 plastic playing pieces in four colors, and a 18"x30" full color map that is very easy to use where all the countries etc. are. More territories have been added, the Germans can build SS troops; there are rules for cruisers, and the Japanese can do Banzai charges. There are rules for paratroopers, and beware! Those minor countries are now fully armed! \$55.00

## JED Europe at War

A low complexity grand strategy game where 1 to 4 players direct the economic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armored corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants. \$20.00

## XEN Europe at War

By Xeno Games, this magnificent game of WW2 in Europe & North Africa is in the league of Axis & Allies, but at one third less the price! With 290 plastic pieces in 6 colors, representing infantry, tanks, artillery, fighters, bombers, merchants, transports, battleships, escorts, carriers & subs. The rules are short and simple too! The game starts in 1939 with the invasion of Poland, and continues until one side wins. Two to five players can play, controlling between them the countries France, Britain, Poland, Russia, USA, Germany, Italy, Rumania, Hungary, Bulgaria, & Finland. All the minor powers are represented, too, including Greece, Portugal, Switzerland, Turkey, etc. Players receive income to buy new units, they can develop technology; you can deliver armored breakthroughs, aircraft can be used for Air Cap, Tac Air Support, Strategic Bombing, or Air Transport. You launch amphibious assaults, send convoys, there are fortifications. There are 15 fields of technology, including A-bombs, rockets, armor, submarines, etc. Also has 119 counters, full color 24"x36" map, 70 mini poker chips. Very thoroughly recommended! \$60.00

**Russia at War** This expansion includes new charts and set up for a 1941 starting time, additional Russian playing pieces, additional German and Italian pieces, additional pieces for partisans and neutral countries, printed play money, etc. \$50.00

## DEC KRIEG

World War Two in Europe as an engaging game for 2 or 3 players. Of modest complexity with high solitaire potential. Can Britain form an effective coalition? Will Stalin break the Nazi-Soviet Pact? With economics and diplomacy resolved through card play, this game features plenty of intriguing twists and turns. This game is the old fashioned "rules-lavender" style of game, an old fashioned panzer pushing good time. With 420 counters for all major belligerents of Europe, 2 34"x22" maps, etc. \$70.00

## GMT Operation Mercury

The Allied forces have retreated to Crete, and Hitler must take the island a.s.a.p. so that the Allies cannot keep airbases there, as is May and the invasion of Russia was set for June. So he sends in his crack Paratroop units and a Mountain Division. Includes 400 counters, including Australia and New Zealand, 2 22"x34 map sheets, dice, etc. \$60.00

## AH Squad Leader 4th Edition

An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, roadblocks, corders, flamethrowers, demo charges, AT guns, and so much more! \$70.00

**Cross of Iron** An east-front expansion for Squad Leader that features a restructured armor and artillery system, as well as new troop types (leg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. \$55.00

**Crescendo of Doom** Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of new rules, including Poland, Belgium & Finland. With many new rules, 2 mapboards, 1324 counters. \$65.00

**GI: Anvil of Victory** It's the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. \$80.00

## AH Up Front

This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. Components include 322 illustrated colour cards, air, 304 counters. \$50.00

## ADG World in Flames Deluxe 6th Edition

Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 full color counters represent the armies, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Asia Affame, Africa Affame, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. With scenarios and campaigns. Thoroughly recommended. \$169.00

## World in Flames Classic Basic edition

**Afa/Asa Update Kit** Replaces Africa Affame and Asia Affame for all players of World in Flames' Final Edition. It contains new counters, and the revised maps are now of the same stunning quality as WIF's final edition. Has 400 counters and maps for Africa and Scandinavia. \$39.00

**DAYS OF DECISION II** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, choose your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. With 800 counters, large map, rules, charts. \$70.00

**PLANES IN FLAMES GOLD EDITION** (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA units, V-weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, 5th Ed. WIF errata (I), etc. Special \$70.00

**FATAL ALLIANCES II** World War One add-on for WIF. See description under WWI heading. \$20.00

**ASIA AFFAME Gold Edition** Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Asia, and 8 page rule book. \$30.00

**SHIPS IN FLAMES** Provides very fleet carrier, light carrier, battleship, battlescruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. 1000 counters, Task Force Display, rules, etc. \$50.00

**WIF Classic Deluxe Update Kit** Allows you to convert your World in Flames: Classic or WIF Deluxe Update kit to the full wonders of the WIF:Deluxe game. The kit contains all the counters and maps for Ships in Flames, Planes in Flames, Asia Affame, Africa Affame and Mechs in Flames. Has 2,200 counters, maps of Africa and Scandinavia, and charts. \$109.00

# Advanced Squad Leader

## AH ADVANCED SQUAD LEADER

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! \$90.00

**ASL ANNUAL '91** 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Asia Minors in ASL, the scenarios in Last Hurrah, ASL notes on Operation Market Garden, the German PzKpfw Maus with counter art, etc. \$30.00

**ASL ANNUAL '92** 80 pages with 14 scenarios. Articles include Japanese manpower & material ASL, series replay of scenario A41, and more. \$30.00

**ASL ANNUAL '93 Part A** 80 pages with scenarios and articles on ASL. More details next catalog. \$20.00

**ASL ANNUAL '93 Part B** 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. \$22.00

**ASL ANNUAL '95** Avalon Hill finally released the '94 ASL Annual, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, etc. \$45.00

**ASL ANNUAL '96** Featuring an article on snow in ASL, moving, motion, and non-stopped, a scenario set in the Atlantic '93 Scenario Analysis, tips on cave and cave complex setups, and full of new scenarios, etc. \$35.00

**ASL ANNUAL '97** Articles and scenarios on cavalry; scenarios focusing on scouts; a two-fold jungle map and scenarios The Road to Nhpum Ga to play on it, where the American soldiers of Merrill's Marauders fight the Japanese in Burma; a scenario that pits an infantry force against a force of tanks, etc. \$40.00

**BEYOND VALOR MODULE 1** Contains an extensive German

and Russian force pool; 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully read and run this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. \$90.00

**PARATROOPER MODULE 2** This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note: refers maps boards #1 to #4 to play. \$50.00

**YANKS MODULE 3** Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, bargages, etc.), plus U.S. vehicle notes for chapter H. \$90.00

**PARTISAN! MODULE 4** Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 280 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10 & 12). \$40.00

**WEST OF ALAMEIN MODULE 5** An expansion set that features the British army, with 1264 counters representing everything from the 2ndpr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, aid weather, sun blindness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, 2 desert mapboards (#25-29), a 7"x12" desert map, and six pages of terrain overlays. \$99.00

**THE LAST HURRAH! MODULE 6** Eight challenging 1939-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia. Contains two mapboards (#3 & 11) plus 200 counters (featuring Allied minors). \$40.00

**HOLLOW LEGIONS MODULE 7** This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. \$60.00

**CODE OF BUSHIDO MODULE 8** Presents the Japanese army and rules for the Pacific theatre. Contains 680 counters covering all major Japanese vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc.), plus Japanese additions for chapter H. \$95.00

**GUNG-HOI MODULE 9** Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc.), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/river overlays, and 8 scenarios. \$99.00

**CROIX DE GUERRE (Cross of War) MODULE 10** This module adds the 1939-40 French, Vichy French, and Free French. ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 & #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. \$80.00

**RED BARRICADES HISTORICAL MODULE 11** The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricade Ordnance factory and surrounding environs. Also includes 88 counters for marking fortified buildings, cellars, AT ditches, etc. Includes three separate Campaign games for street fighting. \$60.00

**KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2** A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont, Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexes, etc. \$75.00

**KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3** A companion that expands upon the MODULE 2. Includes updated campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios use small portions of the two maps, and one monster scenario uses all the maps. 2 maps, 7 scenarios, counters, Chapter P rules update. \$80.00

**PEGASUS BRIDGE HISTORICAL MODULE 4** The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. This elite company must hold the bridge until relieved. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With an 18"x32" map, Chapter Q, 224 counters, new vehicles, 6 scenarios. \$60.00

**SOLITAIRE ASL SOLITAIRE MODULE 1** ##### Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans - to allow you to play any one of these three sides against the other. Unknown enemy units are represented on the mapboard by the presence of Suspect? markers, which could be dummies or nasty surprises! With 14 new scenarios, 260 counters, generation cards, Chapter S. \$70.00

**ASL ACTION PACK # 1** This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios specifically designed for use with these new boards. The actions in these battles span the length of the war - from 1939 to 1945 - and the length of Europe - from Poland to Sicily, from Russia to France. Also has a color coded playing aid to help you through the somewhat complicated OSA section of Chapter C. \$40.00

## CLASSIC ASL

Compilation of the best of THE GENERAL, ASL articles, and scenarios in a 48 page magazine. Due Feb. \$24.00

## ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with bug hexes) A, B, C, D, E, F, G.

# Critical Hit

## Approved ASL Supplements

Critical Hit is a company in the USA that produces a superb ASL magazine called Critical Hit, released twice a year. They also produce a range of ASL products such as scenario packs. If you are an ASL player and wish Avalon Hill released a lot more titles, then this range will make you very happy! (It's also a lot cheaper than the ASL Annual!)

○ **Critical Hit Magazine Issue # 1** 32 pages of articles for ASL. Scenarios include British & Canadians against the SS in 1944, the Germans try to seize Balta from Soviets in 1941, an American assault upon a line of Japanese pillboxes and trenches in 1944, an engagement of the Normandy D.D. Beaches, a Tiger assault upon entrenched Soviet positions in 1943, etc. \$16.00

○ **Critical Hit Magazine Issue # 2** Eastern Front Special Issue: featuring Siberian ski-troops, tips and variety for Red Barricades, & scenarios covering the Western Ukraine 1944; Siberian ski troops in action in 1942; Canadians against Germans in 1945; the Japanese invade Guam in '41, a final push by the Germans into Stalingrad, Russia 1939, a Blitzkreig assault, etc. \$16.00

○ **Critical Hit Magazine Issue # 3** 60 pages of articles and scenarios for ASL. Includes a gripping battle between SS Germans and Polish assisted by a solitary British Daimler armored car in 1944 in Holland; Aussies come under intense Japanese



armor and infantry attacks in Malaysia 1942; two SS Panthers toast six Shermans in France 1944 (unless you can save them!); an armored clash between Soviet Guards and the Japanese in Manchuria in 1945, etc. \$16.00

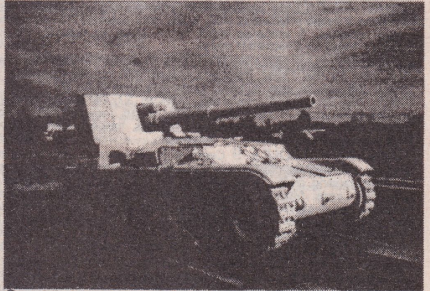
○ **Critical Hit Magazine Issue # 4** 46 pages of articles for ASL. Includes an article for conducting armored assaults, focusing on armored infantry, ten scenarios ranging from D-Day, 1941 Russian front with Russian paratroopers, Hungary 1945, Egypt 1942, etc.; historical commentary from WW2 participants; articles regarding tournaments; strategy ideas; new item reviews, etc. \$16.00

○ **Critical Hit Magazine Issue # 5** 48 page magazine full of articles for ASL, as well as 12 ASL scenarios. Articles include using obstacles effectively, scenario design, scenarios include Israel vs Egypt in 1948, the last German armor assault in Russia, Poland 1920, the all-time famous battle where the German Tiger I Commander Wittmann almost single handedly destroyed over 50 British tanks and halftracks. \$20.00

○ **Critical Hit Magazine Special Edition** This is a superb production. Features 10 counters (needs mounting on cardboard), a light card sheet of a village, a vernacular version of Chapter F, designed to encourage ASL players to game in North Africa; ten scenarios; an article on desert tactics; details on the Finnish army; an article on Tiger tanks in Tunisia, etc. \$25.00

○ **Critical Hit Magazine Issue # 7** Includes 7 color counters, six scenarios being Poland 1939, Russians try to break out of the Kiev pocket, France 1944, Canadians in action 1944, a disastrous US attack in Germany 1944, West Front 1945. Also an in-depth look at para-drops, play notes on the Canadian army, scenario replays, etc. \$26.00

○ **Critical Hit Magazine Issue Vol 4.2** 56 pages, with color cover and map on the backcover. Includes many articles plus 8 scenarios, which include a failed German assault on a US held village, the Italian Semovente 90 da 53 in action, Yugoslavian partisans in action, etc. \$26.00



○ **All American: 82nd Airborne Mouldle 1** Stars the paratroopers of the 82nd Airborne "All American" Division that dropped out of the night sky before the landings on D-Day. With a professionally printed game map on heavy stock, designers notes, a historical booklet, ten scenarios with a battle manual, and B&W photos of locations. \$40.00

○ **All American: Timmes' Orchard Mouldle 2** Includes eight new scenarios, all playable on an accurate 32"x28" tactical map included. Also has 2 new solitaire missions, charts, special rules, and a monster scenario. \$40.00

○ **Armored Stand - Platoon Leader Pack II** A campaign game for *Platoon Leader* listed above. Depicts the battle for San Manuel in the Philippines of 1945. You can command the units of the late-war Japanese 2nd Tank Division in its battle against the American 25th Infantry Division and support units. Includes new terrain features such as palm trees, a cemetery, etc. \$16.00

○ **ASL '96 Pack** Ten scenarios that require ownership of boards 2,5, 6, 10, 16, 17, 11, 20, 21, 23, 35, 37. Scenarios include Sicily 1943 with the Big Red One taking on the 15th Panzergraders Division, China 1938 where Chinese Communists fight the Government, France 1940 where K Battery of the Royal Horse Artillery took a stand to delay the attacking Panzers south of Dunkirk, Malaysia 1942, Hungary 1945, Korea 1950, etc. \$16.00

○ **ASL Cemetery Hill** You must own *Platoon Leader* to use this campaign. A new campaign depicting the fighting on Crete between the Greek and New Zealand troops and German Fallschirmjager, including printed color overlays, a new reinforcement group chart, scenarios, etc. \$13.50

○ **ASL News Pack** 1 Eight scenarios by top European designers. Includes German armor versus Polish fortifications, Belgium 1940, Holland 1940, German drive into Russia in 1941, Japan invades Vietnam in 1939, and a Russian village under attack in 1941. \$16.00

○ **ASL Platoon Leader 2.0** This second edition includes complete campaign game rules, ready to slip into your ASL rulebook, and all the scenario details required to run the campaign game *Primrose Bridge*, which depicts the fight for the bridge called Primrose in Sicily, 1943, between German and British paratroopers. Includes campaign, new rules, color overlays, etc. \$19.00

○ **ASL Rout Pak I - Aussie ASL Pack** 8 scenarios featuring the British and Commonwealth forces during WW2, including a Kiwi tank attack that runs afoul of an 88mm L56, a Scottish infantry unit tries to defend a small village against a joint armor/infantry attack, an engagement between British with PIATs versus six Panthers - guess who wins! \$13.00

○ **ASL Rout Pak II** Ten more scenarios for ASL, including a Finnish assault on the entrenched Soviet 163rd Ukrainian Division, French and German armor go head to head in France 1940, Japanese-Americans assault a dug-in German position in 1944, a Japanese attempt to take Guadalcanal's airfield, etc. \$16.00

○ **Aussie-ASL '97 Pack** A fresh batch of eight hand-crafted scenarios designed by the Paddington Bears ASL Club of Sydney. The scenarios include a battle in the Spanish Civil War, China versus Japan in 1937, France 1940, Russia Front 1942, Guadalcanal 1942, Tunisia 1943, Burma 1943 and 1942. \$16.00

○ **Defeating Enemy Armor** A brand new tips book for ASL players interested in winning tank vs tank wars in their scenarios. Covers firing on the move, firing from short halts, firing from long halts, using terrain to your advantage, various types of AP ammunition, and 2 scenarios, etc. \$15.00

○ **Gembouk: The Feast** A set of eight scenarios and a new *Platoon Leader* campaign game. The set depicts the fighting during the Battle of France 1940 including an historical booklet. Includes a full color map extension depicting a Belgian village, play aids, etc. \$29.00

○ **Jatkosota ASL Pack** Takes the ASL player into the heart of Finland's Continuation War, where re-entered the war on the side of Germany in order to take back its land. Includes the Finnish offensive into Soviet Karelia in 1941, Finns recapture Viipuri, the Soviet offensive of 1944, Finnish troops with Panzerfausts, the Finnish Armored Division, etc. With over 42 color paper counters & 27 B&W counters. \$19.00

○ **Leatherneck** 12 scenarios for ASL focusing on the US Marine Corps as they take on the Japanese Army across the far reaching Pacific battlefields from Guadalcanal to Okinawa, including a impossible Marine attack against a solid Japanese defense of Okinawa, a gripping battle with 18 Japanese tanks attacking Marines with just 3 Shermans, 2 75mm GMC and 2 37mm ATGs. The battle was slaughter - but whose? \$16.00

○ **OAF (On All Fronts) Pack I** Has ten scenarios including a Soviet T-34 counter attack against a German Tiger I advance, the American 82nd Airborne versus SS Panzergraders, Soviets try to close the last east-west corridor into Berlin in 1945, a Japanese assault in 1942 leaves them trapped, etc. Also has a small wood, river, and village. \$16.00

○ **Scorungin' ASL News** The best of European ASL including ten scenarios and two campaigns, which covers Belgium 1944, Stalingrad 1942, Soviet assault on Berlin, German paratroops cut to pieces in Crete by British troops, a scenario with a Churchill Crocodile, and a massive battle between the French & Germans in 1940, etc. \$21.00

○ **Soldiers of the Negus** A new module depicting the Italian conquest of Ethiopia. Includes a sheet of mounted counters, nine scenarios covering a wide variety of actions from 1935-36, a historical booklet, and a new rules section. Was the Italian-Ethiopian war a simple conquest of tanks, machine guns and aircraft against spears? Find out! \$26.00

## Europa Series

### GRD BALKAN FRONT

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. With two maps, 720 counters, scenarios covering the grand campaign and the campaigns in Greece, Yugoslavia and Crete, etc. \$75.00

### GRD FIRE IN THE EAST

Covers the war in the Soviet Union from the start of the Barbarossa invasion in June 1941 through to the end of the Soviet winter counter-offensive in March 1942. Six maps stretch from Warsaw to Stalingrad. Terrain is analyzed in detail with over 20 different types. 2,500 counters each marked with its historical designation. The most accurate order of battle ever published for the Eastern Front. The rules include extensive armor and anti-tank effects, plus special capabilities for many other unit types, from assault engineers to paratroopers. German panzer spearheads can break through the front easily, but soon find themselves outrunning their supply lines. \$120.00

### GRD FOR WHOM THE BELL TOLLS

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. \$130.00

### GRD NARVIK

Covers both the operational invasion of Norway and the Europa level invasion. Armed forces of Sweden and Denmark are included. Two maps covering Norway and Sweden. 1,400 counters of Germans, British, French, Poles, Swedes, & grand-Europa counters. April. \$99.00

### GRD POLAND - FIRST TO FIGHT

On Sept. 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbors at a scale of 16 miles per hex. The counters represent the German, Polish & Soviet forces that fought in the campaign. 1,056 counters, 2 maps, rules, scenarios. \$90.00

### GRD SECOND FRONT

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. At the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategic rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. \$225.00

### GRD WAR IN THE DESERT

This game recreates the struggle for North Africa and the Near East, from O'Connor's offensive against the Italians in '40 to the Axis surrender in May '43. Contains all the forces from British cavalry to Tiger tanks, from Italian CD-42 biplanes to giant B-24 Liberators. Has the Europa forces and orders of battle for Turkey, Iran, Iraq, Transjordan and Egypt 1939-45, the forces garrisoning North Africa and the Near East for Great Britain, Italy and Vichy France; American forces available for operations in Europe, Africa, and the Near East, 1939-42. With 1,680 counters, 7 maps, rules, OB books, charts. \$150.00

GRD EUROPA MAGAZINE # 49 The official Europa Magazine, issue # 49, focusing on the war at sea during WW2, covering the Soviet navy, Royal Navy Order of Battle 1939-40, Reducing Dice Rolls on Second Front, etc. \$12.00

GRD EUROPA MAGAZINE # 50 The official Europa Magazine, issue # 50, focusing on the war in the air during WW2 including the Luftwaffe in the East, the French air forces, Rapid Fire Bombing, etc. \$12.00

GRD EUROPA MAGAZINE # 52 The official Europa Magazine, issue # 52, focusing on Canada at war in WW2. \$12.00

GRD EUROPA MAGAZINE # 53 The official Europa Magazine, issue # 53, including British airborne units, siege of Belgrade. \$12.00

GRD EUROPA MAGAZINE # 54 The official Europa Magazine, issue # 54, containing a scorched earth Naval system. \$12.00

GRD EUROPA MAGAZINE # 55 The official Europa Magazine, issue # 55, focusing on the Italians in WW2, with a magnificent historical commentary. \$12.00

GRD EUROPA MAGAZINE # 56 The official Europa Magazine, issue # 56, with a Second Front campaign, German Pocket Battleships, Italian human torpedoes, etc. \$12.00

## African Campaign

### JED AFRICAN CAMPAIGN 2nd Edition

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include armor, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an "x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines. \$25.00

### COL MEDFRONT

You must own West Front to use. The first is the Spanish Civil War. This game simulates the tragic and chaotic civil war between Nationalist and Republican forces that engulfed Spain from 1936-1939. The second is the campaign game of the Desert War, from 1940 - 1943, with several scenarios including Crusader, Battleaxe, and the "To" invasion of Morocco and Algeria by American and British forces. With two full stunning color maps, 50 wooden counters with stickers giving fog-of-war, and compatible with West Front and East Front. \$46.00

### COL ROMMEL IN THE DESERT

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to

get that perfect 3:1 attack on units in front of your forces. Color mapboard is 12" x 36", 7 scenarios. \$60.00

### MOM TRIUMPHANT FOX

Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative highly interactive sequence of play. Includes 240 counters, 22"x34" map, rules, historical commentary, campaign and several scenarios. \$75.00

### TGI TUNISIA Nov 1942-May 43

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-camping Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untired Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. With 780 counters, series and game rules, charts, 6 scenarios, etc. \$75.00

## Western Front

### COA ACHTUNG - SPITFIRE

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34"x22" map, rules, etc. \$75.00

Art of War Magazine # 23/24 Contains a large supplement for *Achtung Spitfire*, with several plane data sheets \$7.00

Art of War Magazine # 25 Expansion rules for *Achtung Spitfire*. \$4.00

### VIC AMBUSH!

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). \$80.00

### AH B-17 QUEEN OF THE SKIES

A solitaire game where the player controls the 10-man crew of a B-17 flying fortress. The goal is to survive 25 missions. The B-17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. With 88 counters, an 11"x16" mapboard, reference charts. \$50.00

### AH BATTLE OF THE BULGE 3rd Edition

3 German armies slam heading into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, a 40 page book with historical background. \$40.00

### AH BREAKOUT NORMANDY

A graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. A 16"x44" mounted mapboard with area movement, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. \$70.00

### GMT BRITAIN STANDS ALONE

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiority and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? With 480 counters, 2 maps, rules, cards, etc. \$60.00

### AH D-DAY 3rd Edition

On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberators of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex). Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. \$40.00

### JED FORTRESS EUROPA

An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, Volksturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining. \$12.00

### GMT INVASION: NORWAY

This game simulates this fascinating campaign of Germany's invasion of Norway, using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately portray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game. 560 counters, one 22"x34" game map, one 22"x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. \$70.00

### AH LONDON'S BURNING

August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player you stop the German bombers. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. \$70.00

### S&T160 MEDWAR

S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceding the land invasions of Italy and the islands about Italy. Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. Special Price \$5.00

### COA OVER THE REICH

Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Squad of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. \$55.00

### AH PANZER LEADER

A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppen from 1944-45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-Day to Bastogne & Remagen Bridge), and



384 counters (platoon scale) representing assault guns, tank destroyers, armoured cars, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. \$65.00

## AH RAID ON ST. NAZAIRE

At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstrupen. 260 counters, point-to-point system 16"x33" mapboard. \$65.00

## 3W SINK THE BISMARCK

In May 1941 the German battleship Bismark and heavy cruiser Prinz Eugen began operation Rheinburg; the destruction of Allied shipping in the Atlantic. This is an operational level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, historical and hypothetical scenarios, and the vital role of aircraft. 200 counters & map. Special - \$22.50

## 3W SPITFIRE!

Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types. \$50.00

## APL THE INVASION OF ITALY

Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22"x34" map. \$44.95

## 3W THE LAST BLITZKRIEG

A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. 300 counters, rules, charts, 34"x22" map, cards. \$35.00

## GMT THE RISE OF THE LUFTWAFFE

Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rüdell, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railways. \$55.00

**EIGHTH AIR FORCE** An expansion for *Rise of the Luftwaffe*. A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, etc. \$65.00

## 3W TO THE FAR SHORE

It is June 6, 1944. Allied aircraft flit the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, runs of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. \$50.00

## COL WEST FRONT

This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strategies when a hex is revealed. Includes rules for 6 different players, game, where the Allies and Soviets compete with each other to take the most of Germany. 6 scenarios, stunning 22"x34" mapboard, etc. \$90.00  
**EURO FRONT** This is not an independent game. Ownership of East Front, West Front, and MedFront are required, and Volga Front will also be useful. This expansion adds 50 more wooden counters for Polish, French, Yugoslav, Belgian, Dutch, and Danish units to the game, allowing the entire war in Europe 1939-45 to be played. Scenarios for each year of the war are included. \$40.00

# Eastern Front

## SPI BARBAROSSA

A corps-level recreation of WW2 on the Eastern Front. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisan, and German troop commitments other than the main game. Includes a Campaign scenario and three short scenarios. With 32 page rules, 800 counters, 2 maps, dice, counter tray. \$36.00

## GMT BARBAROSSA Army Group South

Follows the progress of Germany's Army Group South as it invades the Soviet Union in 1941. Kiev, the first major German objective in the south, did not fall on schedule. In fact, Soviet resistance was so fierce that it required diverting Guderian's Panzer Group away from the advance on Moscow. Kiev fell in one of the great encirclements of the Second World War, but the German advance on Moscow was delayed for several critical weeks. With 840 full color counters, three 22"x34" and one 17"x22" maps, eight scenarios, detailed air rules, incredibly detailed Order of Battle including artillery, armored trains, etc. \$39.00

## TGI BLACK WEDNESDAY

It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. With individual vehicles and infantry platoons, 1040 counters, 2 x 22"x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. \$75.00

## AP BLOOD ON THE SNOW

A frozen hell. A war like no other war. The battle of Suomussalmi in the winter of 1939-1940 pitted a single, hastily raised and poorly equipped Finnish division against two full strength Soviet Divisions armed with more than 90 tanks. The Soviets were not equipped, however, for a war in sub zero temperatures against an enemy capable of living off the land and moving swiftly over the snow. A challenging game with low to middle complexity with five scenarios, stunning snowy map. \$40.00

## COA BORODINO '41

The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorized Divisions reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severely that within five days they lost half their tanks and had to dissolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. 280 counters, maps, rules, etc. Special - \$30.00

## COL EAST FRONT

This is my favorite game of the Eastern Front. Produced by Columbia

Games, this game uses 120 20mm square wooden blocks for counters. The counters are rotated to provide step-reduction as the unit takes losses, and the counters also provide fog of war. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Kharkov, etc. The game also links directly with West Front. This is a great game, of the most challenging theatre of war in WW2. \$90.00

**East Front Rules 2nd Ed** Just the 2nd Ed rules and charts. \$10.00

**VolgaFront** This expansion allows players who own EastFront to simulate the planned Volga campaign of 1942 to defeat Russia. The VolgaFront full color mapboard joins to the eastern edge of the EastFront mapboard and extends play to the foothills of the Urals. This extension radically alters how the German player views the region east of Moscow and Stalingrad. With 11"x34" mapboard, scenario booklet, and the complete EastFront 2nd Ed rules book. \$30.00

## GMT LOST VICTORY KHARKOV 1943

It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is desecrated on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; and special rules for weather, recoil, reaction, HQs, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. \$65.00

## AH PANZERBLITZ

The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are platoon and company sized units. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. \$60.00

## JED RUSSIAN CAMPAIGN Series II

Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crushing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. \$25.00

## AH RUSSIAN FRONT

Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs with the hex units suffer incremental losses and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual. \$65.00

## 3W SPIRES OF THE KREMLIN

Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. \$60.00

## GMT TYPHOON Drive on Moscow 1941

In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Center, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintegrate as expected. With 360 counters, three 22"x34" maps, six scenarios. \$80.00

## AH TURNING POINT: STALINGRAD

Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defense & week-long stalemates. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). \$50.00

# Pacific Theatre

## AH MIDWAY 2nd Edition

This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal sea/airboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slip it out. Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" seaboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. \$45.00

## AH VICTORY IN THE PACIFIC 2nd Edition

This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamers' faces out of everything allied! Components include 169 large counters (individual battleships, carriers & cruisers), lots of markers, and a 22"x28" mapboard (area movement). Recommended. \$55.00

# Post World War Two

## AVA ACQUIRE Deluxe Edition

This is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonuses in a calculated race to acquire the greatest wealth. With 14x22" color mounted mapboard, 3 sheets of hotel counters, 7 sets of stock certificates, money, etc. \$60.00

## AVA AIR BARON

A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Should you try to dominate a hub? Spread to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. \$75.00

## GMT CRISIS SINAI 1973

In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by

new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. With 720 counters, 22"x34" map, 5 scenarios, 2 campaigns, etc. \$75.00

## S&T185 First Arab-Israeli War 1947-49

A simulation of the Israel War of Independence from 1947-49. On 30th Nov 1947, the United Nations made a resolution to partition Palestine into separate Arab and Jewish states. The Arabs response was armed clashes throughout Palestine that soon expanded into a full war. 280 counters, color map. \$27.00

## AH IDF - Israeli Defense Force

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraq, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. \$90.00

## AH Stock Market Guru

Buy and sell stocks and bonds. Decide when it's time to buy, sell, or hold onto what you have. Determine whether it's best to buy stocks, bonds, or that mutual fund. Pay broker's commissions. Watch how business cycles and interest rates affect your investments. Find out if you prefer high risk, high-paying investments or, if you are more conservative, learn the consequences of your decisions. \$60.00

## TGI YOM KIPPUR

In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt & Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. With a 22"x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. \$55.00

# World War III

## VIC FLASHPOINT: GOLAN!

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). \$35.00

## AH FLIGHT LEADER

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Components feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). \$50.00

## AH M.B.T.

An excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery batteries, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational charts for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. \$70.00

# Science Fiction BattleTech

## FAS BATTLETECH 4th Ed

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighborhood space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two of each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. \$45.00

**BattleTech Compendium: The Rules of Warfare** Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20; a map of the InnerSphere, \$29.00  
**BattleForce 2** Contains two complete games. **BattleForce** is a fast-paced, easy to play game that recreates large scale mech combat on a tactical level. This system retains the feel of BattleTech by providing simple stats for each individual mech and tank, yet play is streamlined to allow players to use entire battalions. **Planetary Assault** is a game of all out war on a



strategic level. The game map represents an entire planet's surface and nearby space. Covers the arrival of forces in the planetary system on JumpShips to the DropShip landings and the subsequent Mech battles raging at the landing zones. With 320 counters, 4 maps, rules, map of Innersphere in 3059. **\$65.00**

**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$4.00**

**BattleTech Map Set #2** 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the CityTech & BattleTech maps. **\$27.00**

**BattleTech Maps Set #3** Contains eight 18"x22" map sheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residential) hills. **\$27.00**

**BattleTech Map Set #4** Contains eight more 18"x22" map sheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **\$27.00**

**BattleTech Map Set #5** Contains eight more 18"x22" map sheets, featuring two each of a large mountain, deep canyon, open terrain, moonscape. **\$27.00**

**BattleTech Tactical Handbook** An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech units. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. **\$19.00**

**CityTech 2nd Edition** This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTech Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. **\$55.00**

**Comstar Sourcebook** Examines the exclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **\$24.00**

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation. **\$17.50**

**Explorer Corps** Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. **\$24.00**

**Field Manual: Draconis Combine** Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. **\$32.00**

**Field Manual: Free Worlds League** An extensive survey of House Marik, the new industrial giant of the Inner Sphere. The manual contains a full military history of this turbulent realm, from the Succession Wars to the Andurien Civil War and beyond. Includes Marik's two new BattleArmor types, one being a stealth suit almost impossible to hit at medium to long ranges; also special rules that reflect the unique capabilities of each regiment. Color renderings of uniforms, unique mechs, etc. **\$32.00**

**Field Manual: Mercenaries** No war too small, no fee too high. An in-depth look at mercenaries in the 31st century, from the inner workings of a mercenary unit to detailed profiles of more than forty prominent mercenary bands. This how-to manual includes the histories, officers and favorite tactics of select mercenary units, special rules that reflect the unique capabilities of each mercenary command, & rules for your own merc units. **\$32.00**

**First Somerset Strikers** A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. **\$29.00**

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations. **\$18.95**

**Invading Clans** The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. **\$29.00**

**Maximum Tech BattleTech Advanced Rulebook** Take your games to the max with this expansion for BattleTech. New optional rules for players, more realism, more weapons. Detailed rules for salvage, repair and customizing mechs, rules for drones, minesweepers and bridgelayers, expanded artillery rules, veteran mechwarrrior abilities, the Battle Value rating system for building balanced forces, an expanded terrain types table including jungles, magma, tundra, & sand, etc! **\$24.00**

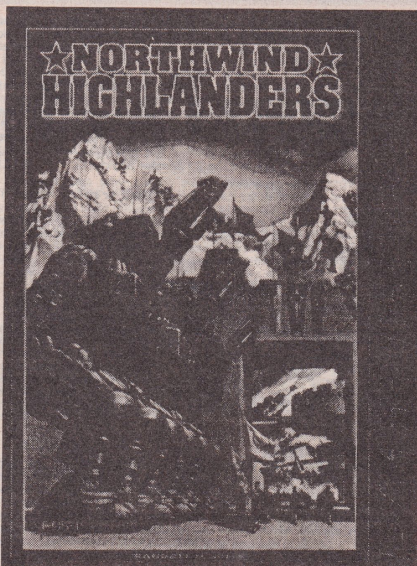
**Mech Record Sheets 3025/3026** The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$29.00**

**Mech Record Sheets 3050** Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configurations, with the game info on all weapons & equipment appearing on each sheet. **\$29.00**

**Mech Record Sheets 3055/3058** More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configurations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! **\$29.00**

**Northwind Highlanders BattleTech scenario pack** re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc. **\$19.00**

**Technical Readout 3025 Revised Printing** Includes game statistics, technical background, and illustrations for 55 'Mechs, variants, and conventional vehicles, combat aircraft, etc. This revised printing also includes support vehicles, aerospace craft and rare Star League era mechs from Readout 2750, which is being dropped. **\$24.00**



Northwind Highlanders

**Technical Readout #2 3026** Vehicles & infantry combat equipment. **\$24.00**

**Technical Readout #4 3050 Revised** The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes mechs and vehicles from the 2750 Tech Readout, as well as being re-formatted. **\$24.00**

**Technical Readout #5 3055** Illustrations (some in color), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! **\$24.00**

**Technical Readout #6 3057** Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewal of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. **\$24.00**

**Technical Readout #7 3058** Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprints have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. **\$29.00**

**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules. **\$19.00**

**The Dragon Roars** A BattleTech campaign that includes rules for BattleForce 2. The forces of the Draconis Combine and its allies clash with Clan Smoke Jaguar in a desperate struggle that will decide the fate of the Inner Sphere. Due Jan '98. **\$19.00**

**The Falcon & The Wolf** Scenario pack that pits Clan against Clan. The battles featured in Bred for War and I am Jade Falcon are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. **\$16.00**

**The Fall of Terra** Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. **\$19.00**

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc. **\$29.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

## MAY COSMIC ENCOUNTER

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc. **\$38.00**

**More Cosmic Encounter** Adds nine expansion sets plus new aliens, comets, reinforcements and special destiny cards. The nine expansions include new aliens, moons, flares, kickers, compromise and edict cards, new rules, etc. **\$65.00**

## TAS FEDERATION & EMPIRE (DELUXE)

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... **\$99.00**

**CARRIER WAR** Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. **\$35.00**

**MARINE ASSAULT** Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines

are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. **\$26.00**

## DP9 MINI HEAVY GEAR

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG). It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. **\$1.00**

## AH PRINCESS RYAN'S STAR MARINES

A combination card and board game based on the adventures of a rag-tag company of Star Marines and their attempt to rescue on the far flung home world of the Dark Empire. Up to five players can assume the role of the Star Marines. A sixth player or the game system can control the evil Black Guards. The Star Marines must make their way through an ever-changing battlefield that's loaded with traps, fortifications, ambushes and seemingly never ending hordes of Black Guard ground and air forces. Some artwork is done by Larry Elmore. Features two stunning mounted mapboards, each 16"x22", short 16 page rules, 32 site cards, 36 guard cards, 24 marian cards, 50 weapon cards, 60 dispatch cards. Artwork is great! **\$109.00**

## WIZ ROBO RALLY Revised Printing

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufactures widgets. But the robots maintaining the factories are bored, and they accidentally discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyor belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly, ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyor belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangeable mapboards, 84 program cards, 26 option cards, rules & counters. **\$70.00**

## ARMED & DANGEROUS

Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. **\$60.00**

## CRASH & BURN

Two all new gameboard squares, including flammies to fry your poor little robots with, oil slicks to send the robots in all directions (hopefully into a flamer), and portals to let your robot jump to other places on the maps. **\$24.00**

## Silent Death The Next Millennium

Now in the Miniatures & Miniatures Rules Section: Page 54

## GAM SPACE HULK

Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyrannid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, counters, 24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! **\$99.00**

## MB STAR WARS MONOPOLY Classic Trilogy Ed

The standard game of Monopoly except with everything having a Star Wars flavour. With stunning Star Wars artwork, it features Star Wars real-estate such as the Imperial Palace replacing Mayfair, docking taxes, you buy Tie Fighters or the Millennium Falcon instead of Stations, 9 pewter figures of the Star Wars characters including Vader, Leia, Luke, R2D2 etc. and instead of houses and hotels, there are X-Wings and Millennium Falcons, or Tie Fighters and Star Destroyers. **\$99.00**

# Star Fleet Battles

## TAS Star Fleet Battles Captain's Ed Basic Set

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), racial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **\$60.00**

**CADET TRAINING HANDBOOK** An introduction to Star Fleet Battles. The challenge of starship command. Out-think, out-shoot and out-maneuver your opponent in warp dogfights through the galaxy. This book containing 80 counters and two light card star maps, places you in command chair of the Federation starship Constellation, where you will learn the skills of a starship commander in easy-to-grasp steps. As you continue through the handbook, the mysteries of the Romulan cloaking device, Klingon disruptors, and elements which make every race unique will be revealed to you. **\$16.00**

**CAPTAIN'S LOG #9** 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. **\$17.00**

**CAPTAIN'S LOG #10** 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATION & EMPIRE stuff, etc. **\$17.00**

**CAPTAIN'S LOG #12** A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. **\$17.00**

**CAPTAINS LOG #13** 80 pages of fiction, scenarios, new SSDs. **\$17.00**

**CAPTAINS LOG #15** 80 pages with a story on Kzinti commandos assaulting a Lyran command cruiser, a section on



Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. **\$17.00**

**CAPTAINS LOG # 16** A 112 page book containing fiction - a hostage rescue in Tholian space; tactics for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. **\$26.00**

**CAPTAINS LOG # 17** With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. **\$26.00**

**CAPTAINS MODULE F1: THE JINDARIANS** A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. **\$27.00**

**CAPTAIN'S MODULE H2: Megahex II** 240 stunning full color 1" counters and five planets using 32mm hexes. **\$27.00**

**CAPTAIN'S MODULE J: Fighters** With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc.), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE K: Fast Patrol Ships** Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! **\$35.00**

**CAPTAIN'S MODULE P6: Galactic Smorgasbord** With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. **\$17.00**

**CAPTAINS MODULE X1: X-Ships** The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. **\$35.00**

**Master Annex File** All of the juicy details of every ship and fighter, completely updated and re-organized for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. **\$16.95**

**MODULE C1: New Worlds I** Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyrans Star Empire (Expanding Sphere Generator) & the Wynn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **\$26.00**

**MODULE C3: New Worlds III** The LDR, Seltorians, rules, scenarios, & new counters. **\$29.95**

**MODULE C4: Fleet Training Centre** Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Garis, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book & a 96 page book of rules. **\$42.50**

**MODULE M: Star Fleet Marines** The toughest hombies in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter anxiety, 62 new SSDs with command ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. **\$37.50**

**MODULE R2** Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 Andromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **\$30.00**

**MODULE R3** Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyrans, 22 Hydran, & 2 Wynn. Includes SSDs, 6 scenarios, & 216 counters. **\$30.00**

**MODULE R4** Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. **\$30.00**

**MODULE R5** Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **\$27.00**

**MODULE R6** The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. **\$50.00**

**MODULE S1: Scenario Book #1** 51 scenarios & a 19"x23" asteroid-belt map. **\$19.00**

**MODULE S2: Scenario Book #2** with 50 new scenarios, for both F&E and SFB, & a full color map of an asteroid field. **\$19.95**

**MODULE T: TOURNAMENTS** 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. **\$22.50**

**SFB CAMPAIGN DESIGNER'S HANDBOOK** Campaigns are the ultimate expression of Star Fleet Battles. Only in a campaign setting does everything - cost, fleets, technology, availability, movement, economics, deployments - come together into a complete picture of war in space. This book provides options allowing you to create a campaign that suits your own tastes and interests. **\$25.50**

**STAR FLEET MISSIONS** A fast beer 'n' pretzels card game version of SFB. **\$30.00**

**STAR FLEET BATTLES MINIATURES**  
 TAS5301 Federation CA **\$11.95**  
 TAS5302 Klingon D7 **\$11.95**  
 TAS5303 Romulan Warbird (2) **\$11.95**  
 TAS5401 Starter Set **\$30.00**  
 (Federation CA, Klingon D7, Warbird, 2 x Tholian PC)

## THE NEW STAR FLEET BATTLES MINIATURES

A new range of smaller scale ships that are an average of one inch long, allowing them to fit perfectly on the large hex map. The bases also fix exactly upon the normal SFB maps.

TAS5101 Federation CA (3) **\$14.50**  
 TAS5102 Klingon D7 (3) **\$14.50**  
 TAS5103 Romulan Skyhawk (3) August **\$12.50**  
 TAS5105 ISC DN (2) **\$14.50**  
 TAS5106 ISC DD (4) August **\$12.50**  
 TAS5110 Hydran CL (3) August **\$12.50**  
 TAS5112 Orion Raider (4) August **\$12.50**  
 TAS5114 Orion Salvager Cruiser (3) **\$12.50**  
 TAS5116 Romulan Warbird (3) **\$12.50**  
 TAS5118 Andromedan Conquistador (4) August **\$12.50**  
 TAS5119 Hydran Lancer (3) **\$12.50**

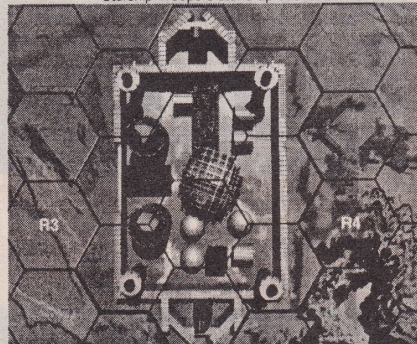
TAS5122 Andromedan Intruder (3) **\$12.50**  
 TAS5124 Romulan Sparrowhawk (2) August **\$14.50**  
 TAS5125 Tholian NCA (3) August **\$14.50**  
 TAS5128 Tholian PC (4) **\$12.50**

## AH Starship Troopers

One of Avalon Hill's best productions, this excellent game is a faithful representation of the hit movie, *Starship Troopers*. You'll lead a squad of Starship Troopers against giant, fierce bugs on a barren and forbidding planet. The game board has randomly placed features so no two games are alike. Can you hold off the limitless hordes of flying, crawling and digging bugs while attempting to locate and nuke their lairs? The final objective - kill the brain-bug! Can your technology survive against their numbers? With full color stand-up counters with photos of the troopers and bugs, and a stunning mounted mapboard. Rules are nice and simple, and games take around one hour. **\$60.00**



Starship Troopers stand-up counters



Starship Troopers game-board

# Fantasy

## AH MAGIC REALM 2nd Edition

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitary play, commerce, artifacts, the five colours of magic, hirings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. **\$60.00**

## STE KNIGHTMARE CHES

An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! **\$30.00**

## AH TITAN

A rip-roaring fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasts - in each terrain-locale on the Masterboard a new critter can try to be coerced into a legion. When opposing legions clash on the Masterboard play is transferred to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful,

and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summoning angels, etc. With 621 large, attractive counters. **\$65.00**

## GAM TALISMAN 3rd Edition

The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. **\$90.00**

## TALISMAN DUNGEON OF DOOM

Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. **\$45.00**

## TALISMAN DRAGON'S TOWER

Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. **\$60.00**

## ICE THE HOBBIT

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. **\$60.00**

## AH TITAN: The Arena

Like the bloodthirsty spectators of an ancient Roman coliseum, players wager on the outcome of each bloody battle. The game transports them to a fantastic world of Dragons, Cyclops, 6-headed Hydras and other evil creatures where quick and deadly battles for survival ensue. Each of the 2-5 players uses strategy and cunning, together with some good luck, to protect their wagers and to keep their monsters alive until the end of the game. With 110 cards of 8 major creatures, 88 creature strength cards, 11 minor creatures, 25 wagering chips, etc. Each creature has its own characteristics. **\$36.00**

## GAM WARHAMMER QUEST

This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snottings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf. **\$99.00**

**Catacombs of Terror** The Dread King waits in the darkness of his pyramid tomb, while an evil Necromancer seeks to restore him to power. Can you stop him? Includes the Dread King on throne, the Necromancer, and 5 other miniatures, plus rules, two rooms, passageway, chasm, cards, etc. **\$57.00**

**Lair of the Orc Lord** Dare to enter the domain of the Black Fang Orcs of Mount Gumbad, rule by the Warboss Gorgut. With eight metal miniatures including Gorgut, two rooms and passageway, rules, doorways, cards, etc. **\$57.00**

## WARHAMMER QUEST MINIATURES

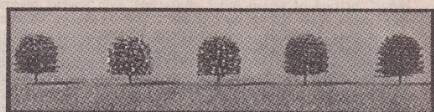
CIT00017 CHAOS WARRIOR **\$22.00**  
 CIT00081 PIT FIGHTER CHARACTER PACK **\$22.00**  
 CIT00098 IMPERIAL NOBLE **\$22.00**  
 CIT00104 WARRIOR PRIEST **\$22.00**  
 CIT00111 ELF RANGER **\$22.00**  
 CIT00128 DWARF TROLLSLAYER CHARACTER **\$22.00**  
 CIT00135 WARDANCER **\$22.00**  
 CIT00159 WITCH HUNTER **\$22.00**  
 CIT000203 TREASURE CARDS DECK 1 **\$15.50**  
 CIT000210 TREASURE CARDS DECK 2 **\$15.50**  
 CIT000227 TREASURE CARDS DECK 3 **\$15.50**  
 CIT000265 EVENT CARDS **\$15.50**

## AH WIZARDS QUEST

One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Maroon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. **\$50.00**



# K & M MODEL TREES



Deciduous Tree Size 1 - Green Height - 3cm without base  
- Autumn Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300":  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Fir Tree Size 1 - Green Height - 3cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300":  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size 1A - Green Height - 5cm without base  
- Green Height - 6cm with base  
- Autumn Height - 5cm without base  
- Autumn Height - 6cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300": DBM, Napoleonic,  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



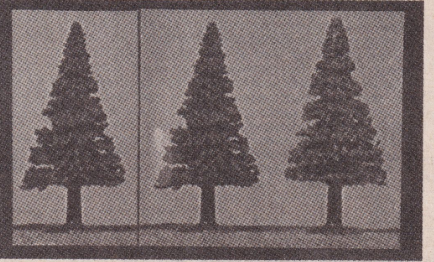
Fir Tree Size 1A - Green Height - 5.5cm without base  
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300": DBM, Napoleonic,  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



Deciduous Tree Size T70- Green Height - 7cm without base  
- Green Height - 9cm with base  
- Autumn Height - 7cm without base  
- Autumn Height - 9cm with base

\$3.25 each unbased or \$73.00 for a box of 25  
\$3.95 each based or \$88.50 for a box of 25  
(Suitable for all 25mm figures, eg Warhammer Fantasy and  
40K, and all 15mm games such as DBM.)



Fir Tree Size 2A - Green Height - 10cm without base  
- Green Height - 12cm with base

\$3.75 each unbased or \$67.50 for a box of 20  
\$4.45 each based or \$80.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and  
40K, and all 15mm games such as DBM.)



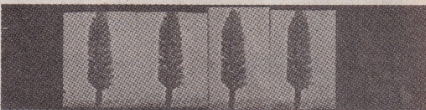
Deciduous Tree Size 3 - Green Height - 13cm without base  
- Green Height - 15cm with base  
- Autumn Height - 13cm without base  
- Autumn Height - 15cm with base

\$4.95 each unbased or \$89.00 for a box of 20  
\$5.65 each based or \$101.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and  
40K, Warzone, and 1/72" or 1/76" scale, eg Panzerfaust.)



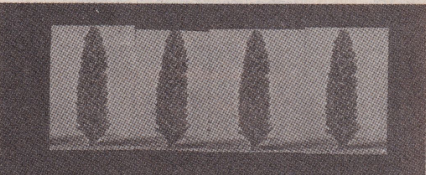
Poplar Tree Size 1 - Green Height - 3.5cm without base

\$1.10 each unbased or \$99.00 for a box of 100  
(There are no suitable bases. Trees are suitable for 1/300":  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



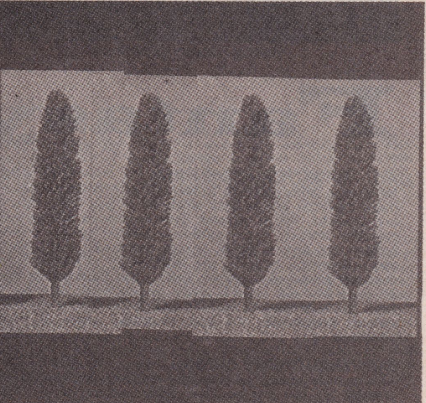
Poplar Tree Size 1A - Green Height - 5.5cm without base  
- Green Height - 6.5cm with base

\$1.95 each unbased or \$43.00 for a box of 25  
\$2.65 each based or \$59.00 for a box of 25  
(Trees are suitable for 15mm or 1/300": DBM, Napoleonic,  
Epic Warhammer 40,000, BattleTech, Micro, etc.)



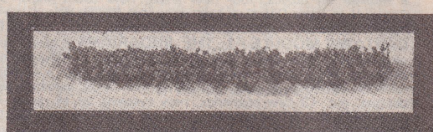
Poplar Tree Size 2 - Green Height - 6.5cm without base  
- Green Height - 7.5cm with base

\$2.50 each unbased or \$56.00 for a box of 25  
\$3.20 each based or \$72.00 for a box of 25  
(Suitable for all 25mm figures, eg Warhammer Fantasy and  
40K, and all 15mm games such as DBM.)



Poplar Tree Size 3 - Green Height - 12.5cm without base  
- Green Height - 14.5cm with base

\$4.95 each unbased or \$89.00 for a box of 20  
\$5.65 each based or \$101.00 for a box of 20  
(Suitable for all 25mm figures, eg Warhammer Fantasy and  
40K, Warzone, and 1/72" or 1/76" scale, eg Panzerfaust.)



Small Green Hedge Size - 15.5cm long by 1.6cm high

\$2.95 each or \$53.00 for a box of 20  
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a  
small hedge for Warhammer Fantasy or 40K, WW2.)



Large Green Hedge Size - 18cm long by 2cm high

\$4.75 each or \$85.50 for a box of 20  
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy  
or 40K, World War Two, US Civil War, etc.)



## K & M FLOCK

An excellent range of fine flock to put on the bases of your  
miniatures.

|  |                          |        |
|--|--------------------------|--------|
| K&MSCATTER1                                  | Grass Green Flock        | \$4.50 |
| K&MSCATTER2                                  | Grass Medium Green Flock | \$4.50 |
| K&MSCATTER3                                  | Light Olive Green Flock  | \$4.50 |
| (This color is the closest to Citadel Flock) |                          |        |
| K&MSCATTER4                                  | Dark Olive Green Flock   | \$4.50 |
| K&MSCATTER7                                  | Dark Green Flock         | \$4.50 |
| K&MSCATTER9                                  | Dark Brown Flock         | \$4.50 |
| K&MSCATTER10                                 | Mushroom Brown Flock     | \$4.50 |
| K&MSCATTER14                                 | Golden Sand Flock        | \$4.50 |



K & M Trees, hedges, and Geo-hex hill



# SCENERY FOR MINIATURES

## COLOR CODE

■ New Item Now Available and in Stock

■ New Item Not Yet Released

## Adventurous Spirit Roads, Rivers, Terrain

High quality roads and rivers etc made of rubber urthane. Paint with acrylics.

### DBM 15mm Terrain Features

|  |          |
|--|----------|
| DBM Enclosed Fields (2 different fields).....  | \$15.00  |
| DBM Rough Going (3 different patches rough going).....   | \$20.00  |
| DBM Swamp (170mm x 100mm, peanut shaped).....  | \$9.00   |
| DBM Lake (250mm x 150mm, peanut shaped).....   | \$18.00  |
| DBM Straight Dirt Road Set, 120cm long, 5cm wide.....  | \$40.00  |
| Cast in a light brown, just needs dry brushing.....  |          |
| DBM Curved Dirt Road Set, 85cm long, 5cm Wide.....   | \$40.00  |
| Cast in a light brown, just needs dry brushing.....  |          |
| DBM Junction Dirt Road Set, X-Rd, 2xT-Inter, Y-Junction.....   | \$40.00  |
| Cast in a light brown, just needs dry brushing.....  |          |
| DBM Big Dirt Road Set (Any 3 of the above sets).....   | \$110.00 |
| Cast in a light brown, just needs dry brushing.....  |          |
| DBM Dirt Roads Starter Set.....  | \$140.00 |
| Cast in a light brown, just needs dry brushing. Includes 2 Straight Sets, one Curved Set and one Junction Set.....                                       |          |
| DBM Roman Cobblestone Roads (5cm wide by 120cm long).....  | \$40.00  |
| Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.....                                |          |
| Cobblestone Road Junctions (2 T-Intersections, 2 crossroads).....  | \$40.00  |
| Cast in a light grey, just needs dry brushing, and the dirt mounds on each side of the road need to be painted brown.....                                |          |
| DBM River Straight Pack (4cm wide by 120cm long).....  | \$40.00  |
| Cast in brown, has six mostly straightish pieces, including a natural ford crossing.....   |          |
| DBM River Winding Pack (4cm wide by 80cm long).....  | \$40.00  |
| Cast in brown, has eight pieces, all winding. Supplement to above pack.....  |          |
| DBM River/Stream System (4cm wide by 300cm long).....  | \$110.00 |
| Cast in brown. Has eighteen pieces, including road crossing, bridge crossing (needs a bridge), ford crossing, lots of straight and winding sections..... |          |
| 1/300 <sup>th</sup> Scale Straight Dirt Road Set, 180cm long, 3cm wide.....  | \$20.00  |
| 1/300 <sup>th</sup> Scale Curved Dirt Road Set, 180cm long, 3cm wide.....  | \$20.00  |
| Cast in a light brown, just needs dry brushing.....  |          |
| 1/300 <sup>th</sup> Scale Junction Dirt Road Set, 2 x Cross-Roads, 4 x T-Inter, 2 x Y-Junction.....  | \$20.00  |
| Cast in a light brown, just needs dry brushing.....  |          |
| Any Scale Crater Set (20 assorted craters, 12mm-30mm wide).....  | \$6.00   |
| Big Crater Set (10 assorted craters, 30mm-80mm wide).....  | \$15.00  |

## Armorcast's Terraform

Armorcast are the company who brought us those magnificent resin kits of Warhammer 40,000 titans and vehicles. We are not allowed to import those vehicles to Australia any more, but Armorcast have just released a magnificent range of resin battlefield scenery for use with Warhammer 40,000, Warzone, Kryomek, and Legions of Death/Planetstorm. Check these out - they are fantastic!

### Ruined Building Corners

|  |         |
|--|---------|
| ARM110 Ruined Building Corner with Single Door   | \$12.50 |
| Stands 62mm high, with one single door, 4 windows, 75mm x 80mm   |         |
| ARM111 Ruined Building Long Corner with Double Door  | \$12.50 |
| Stands 62mm high, with single door & double door, 3 windows, 40mm x 15mm   |         |
| ARM115 Two Stories Ruined Building Corner, Roller Door   | \$14.95 |
| Stands 88mm high, with single door, roller door, 6 windows, 85mm x 55mm  |         |
| ARM116 Two Stories Ruined Building Long Corner   | \$14.95 |
| Stands 88mm high, with single door, 8 windows, 47mm x 102mm  |         |
| ARM117 Two Story Corner with Floor   | \$18.95 |
| Two story high corner of a building with windows at ground and first floor level, with a floor for the first floor, 9cm high, 11cm wide. |         |

### High-Tech Walls

|  |         |
|--|---------|
| ARM130 High Tech Walls Set 1 (2)                             | \$14.95 |
| Two walls about 6cm tall, one 15cm wide and one 10cm wide.   |         |
| ARM132 High Tech Walls Set 2 (2)                             | \$14.95 |
| Two walls about 6cm tall, 12.5cm wide. Great for Necromunda. |         |

### Stone Walls

|   |         |
|---|---------|
| ARM140 10cm x 2cm Small-Rock Walls (3)              | \$9.95  |
| Walls 2cm tall, 10cm long, made of small rocks.     |         |
| ARM142 10cm x 2.5cm Quarry-Stone Walls (3)          | \$9.95  |
| Walls 2.5cm tall, 10cm long, made of quarry stones. |         |
| ARM160 15cm x 2cm Small-Rock Walls (3)              | \$11.50 |
| Walls 2cm tall, 15cm long, made of small rocks.     |         |
| ARM162 15cm x 2.5cm Quarry-Stone Walls (3)          | \$11.50 |
| Walls 2.5cm tall, 15cm long, made of quarry stones. |         |
| ARM190 23cm x 2cm Small-Rock Walls (2)              | \$11.50 |
| Walls 2cm tall, 23cm long, made of small rocks.     |         |
| ARM192 23cm x 2.5cm Quarry-Stone Walls (2)          | \$11.50 |
| Walls 2.5cm tall, 23cm long, made of quarry stones. |         |

### Science Fiction Terrain

|   |         |
|---|---------|
| ARM210 Piles of Rubble  | \$9.95  |
| A 25mm high pile of bricks, and 25mm high pile of rubbish with skulls.  |         |
| ARM218 Large Pile of Junk   | \$13.95 |
| 7.5cm tall pile of vehicle parts and other junk.                        |         |
| ARM220 Tri-Tank Fuel Cells  | \$8.75  |
| Three round chemical storage tanks connected together, about 30mm high. |         |
| ARM222 Cryo Generator & Small Power Unit                                | \$9.95  |
| 37mm high Cryo Generator and 25mm high Small Power Unit.                |         |

|   |         |
|---|---------|
| ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank                            | \$9.95  |
| 37mm high Cryo Tank, 30mm tall Fuel Processor, 25mm tall Oil Storage Tank.    |         |
| ARM230 Large Tri-Tank Fuel Cells  | \$14.95 |
| Three large round chemical storage tanks connected together, about 50mm high. |         |
| ARM232 Large Cryo Generator   | \$12.50 |
| One large Cryo Generator, about 60mm high.                                    |         |
| ARM234 Large Fuel Processor (1)   | \$9.95  |
| One large Fuel Processor, about 40mm high.                                    |         |
| ARM236 Large Cryo Tanks (2)   | \$12.50 |
| Two large spherical Cryo Tanks, about 60mm high.                              |         |
| ARM240 Power Grid (2)   | \$11.00 |
| Two pieces of a Power Grid, one about 20mm high, the other 45mm high.         |         |

### Containers

|   |         |
|---|---------|
| ARM310 Small Wooden Crates (9 crates)           | \$9.95  |
| ARM312 Medium Wooden Crates (6 crates)          | \$9.95  |
| ARM314 Medium Vertical Wooden Crates (4 crates) | \$9.95  |
| ARM316 Medium Vertical Metal Crates (4 crates)  | \$9.95  |
| ARM320 Large Wooden Crates (4 crates)           | \$12.50 |
| ARM322 Large Metal Crates (4 crates)            | \$12.50 |
| ARM324 Large Vertical Wooden Crates (3 crates)  | \$12.50 |
| ARM326 Large Vertical Metal Crates (3 crates)   | \$12.50 |
| ARM340 Stack of Crates Set 1 (2 stacks)         | \$11.50 |
| ARM342 Stack of Crates Set 2 (2 stacks)         | \$11.50 |
| ARM380 Barrels & Drums (7)                      | \$12.50 |
| ARM382 Wooden Barrels (7)                       | \$12.50 |

|   |         |
|---|---------|
| ARM510 Mechanic's Tool Boxes (8)                  | \$11.50 |
| Eight tool boxes, jerry cans, storage boxes, etc. |         |

### Rocks & Giant Crystals

|  |         |
|--|---------|
| ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)                             | \$11.50 |
| Two outcroppings of huge crystals, about 4cm tall.                                 |         |
| ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)                             | \$11.50 |
| Two more outcroppings of huge crystals, about 4cm tall.                            |         |
| ARM430 Outcroppings of Giant Fluorite Crystals (2)                                 | \$11.50 |
| Two outcroppings of giant fluorite crystals, about 2cm high, and different widths. |         |
| ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)                             | \$11.50 |
| Two outcroppings of giant pyrite crystals, about 2cm high, and different widths.   |         |
| ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)                             | \$11.50 |
| Two outcroppings of giant pyrite crystals, about 2-3cm high, and different widths. |         |

|   |         |
|---|---------|
| ARM442 Large & Small Sandstone  | \$11.50 |
| The large sandstone is about 9cm tall by 5cm wide, the other is about 2.5cm high. |         |
| ARM444 Slate Wall & Mesas   | \$11.50 |
| A large slate wall about 4cm high, and two groups of rocks, 2-3cm high. Great!    |         |

## Franchiseville

### Craft Crystal Gel

A new generation of water-based translucent Gel colors for textured, relief and molded effects, perfect for making model rivers, lakes, swamps, and seas, where you want to have a translucent effect. Can be used for dioramas or for wargaming scenery. There are two types, crystalline (a little bit more transparent) and opaline (this is a bit lumpier). Comes in a 80ml tube.

|   |         |
|---|---------|
| T14 Dark Blue Crystalline Crystal Gel   | \$11.50 |
| T15 Middle Blue Crystalline Crystal Gel | \$11.50 |
| T16 Aqua-Blue Crystalline Crystal Gel   | \$11.50 |
| T17 Light Blue Crystalline Crystal Gel  | \$11.50 |
| T18 Greeny-Blue Crystalline Crystal Gel | \$11.50 |
| T19 Green Crystalline Crystal Gel       | \$11.50 |
| T36 Middle Blue Opaline Crystal Gel     | \$11.50 |
| T37 Dark Blue Opaline Crystal Gel       | \$11.50 |
| T38 Aqua-Blue Opaline Crystal Gel       | \$11.50 |

## Geo-Hex

The world is not flat, but your games tabletop is, and that's why you need the revolutionary, patented, landscape system from Geo-Hex. Unlike boring rectangles and one-off hills that limit you, Geo-Hex is comprised of seven shapes engineered to let you simulate any portion of the earth's surface. All pieces are finished and ready to use, you simply arrange them into pleasing landscapes. We do carry stocks of most of the range, but please allow two to three weeks delivery from your order date if any item is not in stock. But rest assured, we import this product by air direct from the USA.

|   |          |
|---|----------|
| GH105 WORLDPAK GameScape Green Set  | \$195.00 |
| Includes 41 green-flocked hexagonal and part-hexagonal landscape shapes that make hills with smooth contoured sides, the full hexagonal tiles being 30cm from edge to edge, a matching 120cm x 180cm GameScape Flocked Green Mat, and scenic cloth for a stream and forest, and a bag of matching lichen. Includes 24 cornerlots to help lock the landscape pieces together. I bought one of these myself, and it is absolutely stunning. A great investment. |          |
| GH205 WORLDPAK GameScape Desert Set   | \$185.00 |

|  |         |
|--|---------|
| GH110 Hill Set GameScape Green   | \$99.95 |
| Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with smooth-sloped contours, identical to those found in the <i>Worldpac</i> sets. |         |

|   |         |
|---|---------|
| GH120 Rough Hill Set GameScape Green  | \$99.95 |
| Adds 25 green-flocked hexagonal and part-hexagonal landscape shapes with sheer cliff faces, letting you add steep hills and impassable terrain to your <i>Worldpac</i> sets. I bought one of these too. |         |

|   |          |
|---|----------|
| GH140 Rough Terrain Set GameScape Green                                   | \$167.00 |
| Adds 46 pieces being hill sheer edge pieces and hill transitional pieces. |          |

|   |          |
|---|----------|
| GH1301 The Expander Set GameScape Green   | \$174.95 |
| Adds roads to the set. With 35 pieces that cover over 23 square feet, 23 pieces being reversible hexes with plain green on the back and |          |

roads on the face. The contour shapes have roads up the face.

|   |          |
|---|----------|
| GH1601 Master Terrain Set GameScape Green   | \$539.95 |
| Over 64 square feet of tabletop landscape. This system can bury a ping pong table with pieces to spare. 135 pieces, including 44 reversible hexes and half hexes, contour shapes, and cornerlots. |          |

|   |          |
|---|----------|
| GH305 WORLDPAK BattleScape Green Set  | \$229.95 |
| Identical to GH105, except that the landscape tiles and Battlescape flocked mat have a 1/4" hexagonal grid printed on them, for playing games such as <i>BattleTech</i> . |          |
| GH405 WORLDPAK BattleScape Desert Set   | \$229.95 |

|  |         |
|--|---------|
| PSL12 Sloped Pack (2 gentle hill corners, 2 longs)     | \$14.00 |
| PTN12 Transition Pack (4 sheer hill transition pieces) | \$17.00 |

### GEOHEX TERRAIN CLOTHS

|  |         |
|--|---------|
| GSMAT-G Green Flocked 120x180cm terrain cloth.   | \$53.00 |
| I bought one of these, ironed out the creases as per the instructions, and the mat is absolutely stunning - and the flock does not come off. |         |
| GSMAT-D Desert Flocked 120x180cm terrain cloth.  | \$53.00 |
| GSMAT-GX Green, hexgrid flocked 120x180cm terrain cloth.   | \$63.00 |
| GSMAT-DX Desert, hexgrid flocked 120x180cm terrain cloth.  | \$63.00 |
| GSMAT-S Blue seascape 120x180cm terrain cloth.   | \$48.00 |
| GSMAT-SX Blue, hexgrid seascape 120x180cm terrain cloth.   | \$56.00 |
| GSMAT-O Colorful Starscape 120x180cm terrain cloth.  | \$48.00 |
| GSMAT-OX Colorful Starscape, hexgrid 120x180cm cloth.  | \$56.00 |
| GSMAT-IC Silent Death Next Millennium Starmap (hexes)  | \$50.00 |



## Grendel

### 25mm Fantasy Resin Boxed Scenery

|   |         |
|---|---------|
| GRNF0001 Dungeon Builder  | \$33.00 |
| GRNF0004 Widow's Lair Huge bigger spider and lair   | \$33.00 |
| GRNF0009 Subterranean Cavern  | \$36.00 |
| GRNF0010 Fantasy Forest   | \$33.00 |
| GRNF0014 Pharaohs Tomb. 15cmx4cm tomb gateway, 2 stone gods   | \$40.00 |
| GRNF0015 Orc Outpost  | \$36.00 |
| GRNF0016 Norse Giant (16cm tall)  | \$36.00 |
| GRNF0017 Black Dragon   | \$36.00 |
| GRNF0018 Dungeon Doors  | \$30.00 |
| GRNF0019 Fire Demon (Huge balrog 110mm high, 120mm wingspan)  | \$36.00 |
| GRNF0020 Pharaohs Crypt   | \$36.00 |
| GRNF0025 Goblin Torturer's Chamber  | \$33.00 |
| GRNF0026 Graveyard  | \$33.00 |
| GRNF0027 Goblin Stronghold  | \$40.00 |
| GRNF0028 Magician's Study   | \$36.00 |
| GRNF0030 Black Orcs (12 25mm figures, 4 types)  | \$25.00 |
| GRNF0031 Bear Clan Barbarian Axemen (12 25mm figures, 4 types)  | \$25.00 |
| GRNF0032 Dwarf Goliath Warmachine (Huge bombard & twin cannons)   | \$30.00 |
| GRNF0033 Black Orc Warbeasts (2)  | \$40.00 |
| GRNF0034 Skull Bridge   | \$33.00 |
| GRNF0035 Goblin Encampment  | \$36.00 |
| GRNF0037 Ruined Cathedral Magnificent!  | \$40.00 |
| GRNF0038 Temple of Horus (Egyptian)   | \$50.00 |
| GRNF0039 Obelisks & Entrance (Egyptian)   | \$43.00 |
| GRNF0040 Dwarf Stronghold   | \$63.00 |
| GRNF0041 Singulaters' Inn   | \$36.00 |
| GRNF0042 Pits & Traps (Man trap, trap door, 1 ton weight, spring pit, sliding door panel, Indiana stone disc pit) | \$36.00 |
| GRNF0043 The Dungeon  | \$36.00 |
| GRNF0046 The Temple of Set (Egyptian)   | \$36.00 |
| GRNF0047 Barbarian Huts (2 large huts)  | \$40.00 |
| GRNF0048 Fantasy Bazaar   | \$36.00 |
| GRNF0051 Ruined Acropolis (Ancient Greek)   | \$50.00 |
| GRNF0052 Boat of the River Styx   | \$36.00 |
| GRNF0053 Great Green Dragon   | \$40.00 |
| GRNF0054 Dwarf Stronghold Tower   | \$43.00 |
| GRNF0055 Dwarf Crypt  | \$36.00 |
| GRNF0056 Dwarf Gun Emplacement  | \$36.00 |
| GRNF0057 Dungeon Mines  | \$36.00 |
| GRNF0058 Dwarf Gun Tower (2 level gun tower with dwarf mortar)  | \$50.00 |
| GRNF0059 Wyvern's Eerie   | \$40.00 |
| GRNF0060 Barbarian Longhouse  | \$43.00 |
| GRNF0061 Siege Tower  | \$50.00 |
| GRNF0062 Catapults and Ballista   | \$43.00 |
| GRNF0063 Goblin Wartowers   | \$40.00 |
| GRNF0064 Barbarian Warlords Hut   | \$40.00 |
| GRNF0065 Zombie Dragon  | \$50.00 |
| GRNF0066 Bronze Dragon  | \$43.00 |
| GRNF0067 Trebuchet  | \$50.00 |
| GRNF0068 Ruined Keep (Magnificent)  | \$50.00 |
| GRNF0069 Battering Ram  | \$50.00 |
| GRNF0070 Swamp Creature   | \$33.00 |
| GRNF0071 Dwarf Gateway  | \$50.00 |
| GRNF0072 Dwarf Keep   | \$50.00 |
| GRNF0073 Golem Wyvern   | \$50.00 |
| GRNF0074 Earth Elemental  | \$40.00 |
| GRNF0075 Red Dragon   | \$65.00 |
| GRNF0076 Dwarf Draw Bridge  | \$65.00 |
| GRNF0077 Dwarf Outpost  | \$50.00 |
| GRNF0078 Nubian Pyramids  | \$60.00 |
| GRNF0079 Ruined Aztec Temple  | \$60.00 |

### 25mm Sci-Fi Resin Figures & Scenery

|   |         |
|---|---------|
| GRNF0007 Scarab APC                             | \$40.00 |
| GRNF0008 Sci-Fi Doors & Floors: 6 doors, 8 x A5 | \$30.00 |
| GRNF0012 Cybernetic Vehicles (2)                | \$30.00 |
| GRNF0021 Raptor - giant biped walker            | \$40.00 |
| GRNF0022 Nemesis - giant biped walker           | \$40.00 |
| GRNF0024 Marines in Predator Suits              | \$25.00 |
| GRNF0029 Cyberbar                               | \$33.00 |
| GRNF0036 Corvus V.T.O.L. Mk IV Assault Carrier  | \$40.00 |
| GRNF0049 Cryogenics and Med-Lab                 | \$50.00 |
| GRNF0050 Sci-Fi Cargo Bay                       | \$36.00 |

### Bliester Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.



# 46 - Scenery for Miniatures

|          |                               |         |
|----------|-------------------------------|---------|
| GRN10001 | STONE BRIDGE                  | \$16.50 |
| GRN10002 | BARRELS                       | \$19.95 |
| GRN10003 | PORTCULLIS                    | \$19.95 |
| GRN10004 | UNEARTHED CRYPT               | \$19.95 |
| GRN10005 | BANQUET TABLE                 | \$19.95 |
| GRN10006 | SNUG PUB                      | \$22.50 |
| GRN10007 | CRATES                        | \$19.95 |
| GRN10008 | CYCLOPS GATEWAY               | \$19.95 |
| GRN10009 | TAVERN BEDS                   | \$19.95 |
| GRN10010 | SKULL FOUNTAINS               | \$19.95 |
| GRN10011 | DEVIL HEADED THRONE           | \$19.95 |
| GRN10012 | DAIS                          | \$16.50 |
| GRN10013 | SKULL GATE & ALTAR            | \$19.95 |
| GRN10014 | RAM SKULL GATE                | \$19.95 |
| GRN10015 | DEMONIC ALTAR                 | \$19.95 |
| GRN10016 | DRAGON PORTAL                 | \$19.95 |
| GRN10017 | GRILLS                        | \$16.50 |
| GRN10018 | STANDING STONES               | \$22.50 |
| GRN10019 | FUNGI                         | \$16.50 |
| GRN10020 | BOAT & QUAY                   | \$19.95 |
| GRN10021 | CANOE AND RAFT                | \$16.50 |
| GRN10022 | SNAKE PIT                     | \$19.95 |
| GRN10023 | APOTHECARY                    | \$19.95 |
| GRN10024 | GALLOWES & STOCKS             | \$19.95 |
| GRN10025 | ROCKET STATIONS               | \$19.95 |
| GRN10026 | ROCK DRAGON                   | \$16.50 |
| GRN10027 | MAGICIANS ACCESSORIES         | \$19.95 |
| GRN10028 | MANTLET & SPOTTER POSITION    | \$19.95 |
| GRN10029 | CARTS & WAGONS                | \$19.95 |
| GRN10030 | SPIRAL STAIRCASE              | \$19.95 |
| GRN10031 | DUNGEON CRAWLERS              | \$19.95 |
| GRN10032 | THE GUARDIAN                  | \$19.95 |
| GRN10033 | RUINED GOTHIC ARCHWAY         | \$16.50 |
| GRN10034 | RUINED GREEK TEMPLE           | \$22.50 |
| GRN10035 | TAVERN KITCHEN                | \$19.95 |
| GRN10036 | AZTECIAN ENTRANCE             | \$19.95 |
| GRN10037 | STABLE AND LOFT               | \$19.95 |
| GRN10038 | TREASURE PILES                | \$19.95 |
| GRN10039 | CONSOLS SCI-FI                | \$19.95 |
| GRN10040 | SCI-FI ACCESSORIES            | \$19.95 |
| GRN10041 | APC                           | \$22.50 |
| GRN10042 | WARRIOR'S BURIAL MOUND        | \$19.95 |
| GRN10043 | DUNGEON WINDOWS               | \$19.95 |
| GRN10044 | NECROMANCERS STUDY            | \$19.95 |
| GRN10045 | ADVENTURERS CAMP SITE         | \$19.95 |
| GRN10046 | DRAGON SLAYER'S TOMB          | \$19.95 |
| GRN10047 | ARMORERS                      | \$19.95 |
| GRN10048 | BARBARIAN THRONE              | \$19.95 |
| GRN10049 | DUNGEON BEASTIES              | \$19.95 |
| GRN10050 | ALIEN HIVE                    | \$22.50 |
| GRN10051 | EGYPTIAN SARCOPHAGUS          | \$19.95 |
| GRN10052 | RUINED EGYPTIAN GATEWAY       | \$19.95 |
| GRN10053 | TOMB DOORS                    | \$19.95 |
| GRN10054 | CYCLOPS SKULL PORTAL          | \$19.95 |
| GRN10055 | OLMEC HEAD GATEWAY            | \$16.50 |
| GRN10056 | AZTECIAN ALTAR                | \$16.50 |
| GRN10057 | UNEARTHED EGYPTIAN GATE       | \$16.50 |
| GRN10058 | EGYPTIAN GATE                 | \$16.50 |
| GRN10059 | FALCON GATE                   | \$16.50 |
| GRN10060 | AZTECH GATE                   | \$16.50 |
| GRN10061 | AZTECH ALTAR                  | \$16.50 |
| GRN10062 | OLMEC RUINS                   | \$16.50 |
| GRN10063 | DEMON ALTAR & PILLARS         | \$16.50 |
| GRN10064 | LARGE EMBELLISHED GATEWAY     | \$16.50 |
| GRN10065 | TREASURE PILES                | \$16.50 |
| GRN10066 | GREEN GRIFFON BARMAN          | \$16.50 |
| GRN10067 | GREEN GRIFFON TABLES & CHAIRS | \$16.50 |
| GRN10068 | SECURITY GRAV CAR             | \$19.95 |
| GRN10069 | STREET GANG BUGGY             | \$19.95 |

## Irregular Miniatures

### 6mm Scale Settlements

6mm scale buildings cast in lead

|                                   |         |
|-----------------------------------|---------|
| Spanish/Italian/Mexican Village   | \$24.00 |
| European Village                  | \$30.00 |
| Wild West Fort                    | \$40.00 |
| Wild West Homestead               | \$24.00 |
| Oriental Stone Fort               | \$60.00 |
| Arab/Turkish/Indian Village       | \$30.00 |
| Aztec Town                        | \$40.00 |
| Russian Village                   | \$30.00 |
| European Farm                     | \$14.00 |
| Renaissance/18th Century Village  | \$30.00 |
| La Haye Sainte Waterloo farmhouse | \$14.00 |
| La Belle Alliance Napoleon's HQ   | \$6.00  |
| Hougoumont Waterloo chateau       | \$30.00 |
| High class bordello or HQ         | \$14.00 |
| Municipal Building                | \$28.00 |
| American Village                  | \$32.00 |
| Shell Damaged Town                | \$24.00 |
| Roman/Classical Town              | \$24.00 |
| Viking Village                    | \$24.00 |
| Roman Marching Fort               | \$45.00 |
| Stone Fort                        | \$57.00 |
| Barbarian Village                 | \$23.00 |
| Asiatic Wagon Lager               | \$23.00 |
| Middle Eastern Village            | \$23.00 |
| Crusader Camp                     | \$16.00 |
| Oasis with palm trees             | \$16.00 |
| Samurai Castle                    | \$24.00 |

### 6mm Scale Scenic Rural Items

Made of lead

|      |   |        |
|------|---|--------|
| RU3  | Palm tree (1)                                 | \$1.30 |
| RU4  | Copse of Six Palm trees                       | \$8.25 |
| RU5  | Oasis with six palm trees                     | \$8.25 |
| RU6  | 70mm of straight road                         | \$1.30 |
| RU7  | 80mm of 45° curved road                       | \$1.30 |
| RU8  | 80mm of 90° curved road                       | \$1.30 |
| RU9  | T-Junction, 40mm                              | \$1.30 |
| RU10 | Cross Road, 40mm                              | \$1.30 |
| RU11 | 70mm of straight road with hedge boundaries   | \$1.65 |
| RU12 | 80mm of 45° curved road with hedge boundaries | \$1.65 |
| RU13 | 80mm of 90° curved road with hedge boundaries | \$1.65 |
| RU14 | T-Junction, 40mm with hedge boundaries        | \$1.65 |
| RU15 | Cross Road, 40mm with hedge boundaries        | \$1.65 |
| RU16 | 70mm straight river section                   | \$2.75 |
| RU17 | 80mm of 45° curved river section              | \$2.75 |
| RU18 | 80mm of 90° curved river section              | \$2.75 |
| RU19 | River section for use with EF20               | \$2.75 |
| EF20 | Stone bridge for RU19                         | \$5.00 |
| RU20 | 75mm Small hill                               | \$2.75 |
| RU21 | 75mm Crag                                     | \$1.30 |
| RU22 | 2 x 50mm rail fence sections                  | \$1.10 |
| RU23 | 2 x 50mm stone fence sections                 | \$1.10 |
| RU24 | 2 x 50mm breastwork sections                  | \$1.10 |
| RU25 | 2 x 50mm lengths of snake fence               | \$1.10 |

|      |  |         |
|------|--|---------|
| RU26 | 50mm of infantry earthworks              | \$1.10  |
| RU27 | Infantry earthworks inside corner        | \$1.10  |
| RU28 | Infantry earthworks outside corner       | \$1.10  |
| RU29 | 2 x 22.5mm artillery looped earthworks   | \$1.10  |
| RU30 | 2 x left and 2 x right earthworks ends   | \$1.10  |
| RU34 | Village pond with three willow trees     | \$5.00  |
| RU35 | Two haycocks and one hay pike            | \$1.30  |
| RU37 | Olive Tree                               | \$1.30  |
| RU38 | Copse of Six Olive Trees                 | \$8.25  |
| RU39 | Copse of six shell damaged trees         | \$5.00  |
| RU40 | 60mm of heavily shrubbed hedgerow        | \$2.75  |
| RU41 | Wooden post windmill, 12th Century       | \$7.00  |
| RU42 | Stone based post windmill, 18th century  | \$7.00  |
| RU43 | Stone Tower windmill, 18th century       | \$8.25  |
| RU44 | Spanish Tower windmill, 18th century     | \$8.25  |
| RU45 | 19/20th Century town house               | \$10.00 |
| RU48 | Set of three enclosed fields             | \$15.00 |
| RU52 | Walled orchard with 12 fruit trees       | \$11.00 |
| RU56 | Large three section stone bridge, 115mm  | \$15.00 |
| RU57 | 38mm extension for the above             | \$5.00  |
| RU59 | Large three section wooden bridge, 155mm | \$11.00 |
| RU60 | 38mm extension for the above             | \$4.00  |

### 2mm Scale Terrain Features

Made of lead

|       |  |        |
|-------|--|--------|
| BG101 | 4 Small Copses of Trees                | \$1.10 |
| BG102 | 3 Medium Sized Copses of Trees         | \$1.30 |
| BG103 | 2 Large Copses of Trees                | \$1.65 |
| BG104 | 2 Stone Bridges                        | \$0.55 |
| BG105 | Courtyard style Farm                   | \$0.55 |
| BG106 | Small Manor House                      | \$0.55 |
| BG107 | Roadside Cottages                      | \$0.55 |
| BG108 | Bridge with Riverbanks                 | \$0.55 |
| BG109 | Chateau and Grounds                    | \$1.30 |
| BG110 | Hill Farm                              | \$1.30 |
| BG111 | Church on Hill                         | \$1.65 |
| BG112 | Windmill on Hill                       | \$1.65 |
| BG113 | Water Mill and Bridge                  | \$1.65 |
| BG114 | Small Village                          | \$1.30 |
| BG115 | Village & River Crossing               | \$2.75 |
| BG116 | Riverside Town                         | \$3.50 |
| BG117 | Large Town                             | \$5.00 |
| BG118 | Castle Fortress                        | \$5.00 |
| BG119 | Small Wooded Hill                      | \$1.30 |
| BG120 | Large Wooded Hill                      | \$1.65 |
| BG121 | Small Ridge                            | \$1.30 |
| BG122 | Large Ridge                            | \$1.65 |
| BG125 | Riverside Inn & Bridge                 | \$0.55 |
| BG126 | Wooden Bridges including Pontoon       | \$0.55 |
| BG127 | Large Wood                             | \$2.00 |
| BG132 | L-Shaped Farmyard                      | \$0.55 |
| BG133 | Row of 4 Large Tents                   | \$0.55 |
| BG134 | Row of 6 Small Tents                   | \$0.55 |
| BG135 | Small Forest                           | \$5.00 |
| BG136 | Whopping Great Hill with Wooded Knolls | \$5.00 |
| BG137 | Large Town                             | \$5.00 |
| BG138 | Hougoumont Farm                        | \$5.00 |
| BG139 | 18th Century Wooden Fort               | \$5.00 |
| BG140 | ACW Railway Station                    | \$3.50 |
| BG141 | 18th Century Stone Fort                | \$3.50 |
| BG142 | Clump of Palm Trees (2)                | \$0.55 |
| BG144 | Clump of Thatched Huts                 | \$1.30 |
| BG156 | Middle Eastern Village                 | \$1.65 |
| BG157 | Roman Marching Fort                    | \$5.00 |

|      |  |        |
|------|--|--------|
| IKS1 | Russian village/town                   | \$3.50 |
| IKS2 | Middle eastern village/town            | \$3.50 |
| IKS3 | Factory                                | \$3.50 |
| IKS4 | Row of Terraced Houses                 | \$3.50 |
| IKS5 | Suburb or Country Town                 | \$3.50 |
| IKS6 | Cathedral and surrounds                | \$5.50 |
| IKS7 | Large Bridge                           | \$1.30 |
| IKS8 | Dockside Area                          | \$3.50 |
| IKS9 | Contoured fields with hedge boundaries | \$2.00 |

|  |         |
|--|---------|
| Logistics Pack, 72 wagons, 120 tents                             | \$24.00 |
| Western Train set, 2 engines, 2 carriage strips, 30 track pieces | \$24.00 |
| Napoleonic Scenic Pack, hills, woods, walls, hedges, villages    | \$24.00 |
| Ancient Scenic Pack, hills, woods, hedges, tents, dwellings      | \$24.00 |
| Road and Tree Pack, 25 road sections with plug in trees          | \$24.00 |

## Sci-Fi Supply

Sci-Fi Supply make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet 1" of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

|   |                                       |         |
|---|---------------------------------------|---------|
| SCI101  | Dirty High-Tech Spaceship Walls       | \$21.50 |
| Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.  |                                       |         |
| SCI102  | Space Ship Walls & Rooms              | \$21.50 |
| Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.   |                                       |         |
| SCI103  | Alien Giegerequesque Walls & Rooms    | \$21.50 |
| Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc. |                                       |         |
| SCI104  | Alien Lovecraftian Walls & Rooms      | \$21.50 |
| Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.  |                                       |         |
| SCI201  | Castle & Keep Corridors & Rooms       | \$21.50 |
| Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.  |                                       |         |
| SCI202  | Dungeon & Catacombs Corridors & Rooms | \$21.50 |
| Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.  |                                       |         |
| SCI101  | Battlefield Craters                   | \$8.00  |
| Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.   |                                       |         |
| SCI102  | Ruined Building with Rubble           | \$10.00 |
| A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.   |                                       |         |
| SCI103  | Pyrotechnics Building                 | \$21.50 |
| A large two story medieval style Tudor Inn. For 25mm only.  |                                       |         |
| SCI2102   | Stone & Thatch Tavern                 | \$10.00 |
| A long one story medieval style Tavern. For 25mm only.  |                                       |         |
| SCI2103   | Blacksmith's & Stables                | \$10.00 |
| A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.   |                                       |         |

|   |                                     |         |
|---|-------------------------------------|---------|
| SCI2104   | Plain Ol' House                     | \$10.00 |
| A typical wooden medieval one story house. For 25mm only.                       |                                     |         |
| SCI2107   | Mausoleum & Graveyard               | \$10.00 |
| For 25mm only.  |                                     |         |
| SCI2201   | Sci-Fi Tower                        | \$10.00 |
| A sci-fi tower suitable mostly for Warhammer 40,000, etc.                       |                                     |         |
| SCI2202   | Sci-Fi Bunker                       | \$10.00 |
| A sci-fi tower suitable mostly for Warhammer 40,000, etc.                       |                                     |         |
| SCI2203   | Downtown High-Rise                  | \$34.95 |
| A sci-fi downtown high-rise building suitable mostly for Warhammer 40,000, etc. |                                     |         |
| SCI2204   | Space Ship or VTOL Landing Platform | \$18.00 |
| A sci-fi landing pad suitable mostly for Warhammer 40,000, etc.                 |                                     |         |
| SCI2205   | Pressure Dome                       | \$10.00 |
| A sci-fi building suitable mostly for Warhammer 40,000, etc.                    |                                     |         |

|  |   |         |
|--|---|---------|
| SCI2301  | Main Fortress (Part of Fortress Generica)   | \$18.00 |
| A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress.  |   |         |
| SCI2302  | Fortified Wall (Part of Fortress Generica)  | \$10.00 |
| A fortress wall suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress.  |   |         |
| SCI2303  | Fortified Tower (Part of Fortress Generica) | \$10.00 |
| A fortress tower suitable for Fantasy or Science Fiction. Combines with the other two modules to make a whole fortress. You need 4 packs to make the fortress. |   |         |

## Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flocked, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM.

|  |                    |         |
|--|--------------------|---------|
| TER1001  | BASIC HILL SET (9) | \$49.95 |
| Contains a good mix of nine hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills. |                    |         |

|  |                       |         |
|--|-----------------------|---------|
| TER1002  | TRANSITIONAL HILL SET | \$27.00 |
| This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces. |                       |         |

|   |                  |         |
|---|------------------|---------|
| TER1003   | MODULAR HILL SET | \$39.00 |
| This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills! |                  |         |

|  |                |         |
|--|----------------|---------|
| TER1004  | RIDGE LINE SET | \$18.50 |
| Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges. |                |         |

|   |                |         |
|---|----------------|---------|
| TER1005   | STEEP HILL SET | \$29.50 |
| Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep. |                |         |

|  |                      |         |
|--|----------------------|---------|
| TER1006  | LARGE RIDGE LINE SET | \$37.00 |
| This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long. |                      |         |

|   |                       |         |
|---|-----------------------|---------|
| TER1007   | IRREGULAR HILL SET #1 | \$44.50 |
| Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked onto of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked. |                       |         |

|   |                     |         |
|---|---------------------|---------|
| TER1008   | TERRAIN SQUARES (1) | \$18.00 |
| These 2 foot square (60cm square) flocked terrain squares can be laid out to provide you with a complete flocked table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 4ft you need 8 squares. If you buy 6 or more of these squares, you may take 10% off the price. |                     |         |

|   |                 |         |
|---|-----------------|---------|
| TER1009   | TERRAIN SAMPLER | \$14.95 |
| Three medium sized round hills and one medium sized kidney shaped hill. |                 |         |

|  |                     |         |
|--|---------------------|---------|
| TER1010                                  | IRREGULAR HIT SET 2 | \$44.50 |
| Two dogleg hills and two crescent hills. |                     |         |

## FX-Distributors

### 1/76th Scale Plastic Vac-u-cast Buildings.

Assembly Required

|       |                                   |         |
|-------|-----------------------------------|---------|
| B-101 | Atlantic Wall Bunker              | \$15.00 |
| B-102 | Pillboxes (2)                     | \$15.00 |
| B-103 | Damaged Atlantic Wall Bunker      | \$15.00 |
| B-104 | Damaged Pillboxes (2)             | \$15.00 |
| B-110 | Ruined German City House          | \$18.50 |
| B-111 | Ruined European Church            | \$20.50 |
| B-112 | Ruined German Government Building | \$20.50 |
| B-115 | Ruined Mediterranean Villa        | \$29.00 |

|   |                               |          |
|---|-------------------------------|----------|
| FXKEEP  | Large Resin Keep (25mm scale) | \$110.00 |
| Suitable for fantasy, historical, or science fiction. |                               |          |

|  |                                   |          |
|--|-----------------------------------|----------|
| FXMED1   | Medieval Town (3 large buildings) | \$140.00 |
| FXTOWER  | Large Resin Fantasy Tower         | \$80.00  |
| FXFARM   | Large Resin Farm (25mm scale)     | \$130.00 |
| Suitable for fantasy, historical, or science fiction. Two of the buildings have removable roofs, with detail inside. |                                   |          |

|          |                           |         |
|----------|---------------------------|---------|
| FXBRIDGE | Large Resin Bridge (60cm) | \$42.00 |
|----------|---------------------------|---------|



# MINIATURES & MINIATURES RULES

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## Ancients & Renaissance

### WRG Ancients 7th Ed

**WRG ANCIENTS RULES** 7th Edition Wargames Research Group's 3000BC to 1465AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual 'terror' weapons, & basic strategies. **\$16.00**

**WRG ARMY LISTS Vol 1: Ancient Near East 3000 - 500 BC** This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hittite, Egyptian, Hebrew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **\$16.00**

**WRG ARMY LISTS Vol 2: Armies of Far East, Asia, America** 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitai-Liao, Sung Chinese, Mongol, Japanese (early to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **\$16.00**

**WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars** Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Century AD. The lists are very detailed, eg, there are four Carthaginian lists & 6 Roman lists of the same period. **\$16.00**

### D.B.M.

**WRG D.B.M. 2000 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** The best set of ancients and medieval miniatures rules just got better! These rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to what they were armed and armored with. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are affected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. The new changes in *DBM 2000* include reclassified Bw(X) (that now count as Bw(S) in close combat against mounted), all cavalry with bows dismount now as Bw(O), except for Early Samurai, who are still Bw(S); attackers deployment area is enlarged; ally-generals don't commit on a roll of a '1' only; Regular Infantry troops now move without penalty! Spears are no longer impetuous; all knights follow-up in combat; heavy foot can make 90° turns to contact an enemy flank; kinks in your line don't count as an overlap; when an element dies, only those within a base depth behind it die, plus all ranks giving support; mixed infantry-cavalry formations, excluding generals, are penalised when moving, etc. **\$16.00**

**DBM ARMY LISTS Book # 1 3000 BC - 500 BC** A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$16.00**

**DBM ARMY LISTS # 2 500 BC - 476 AD** A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **\$16.00**

**DBM ARMY LISTS # 3 476 AD - 1071 AD** A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitai Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **\$16.00**

**DBM ARMY LISTS # 4: 1071 AD - 1500 AD** The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordinance, Wars of the Roses, Burgundian Ordinance, etc. **\$16.00**

### DE BELLIS MULTITUDINIS

Wargames Rules for Ancient and Medieval Battle  
3000 BC to 1500 AD



by Phil Barker and Richard Bodley Scott

WARGAMES RESEARCH GROUP

Version 2.0  
OCTOBER 1997

### D.B.A.

**WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1** This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's fast play ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **\$16.00**

### Armati

#### QUA ARMATI

By Arty Conliffe, who brought us *Spearhead* and *Tactica*. These rules are for ancient, medieval and Renaissance miniatures wargaming, and are basically a completely re-done version of *Tactica*. 130 armies are included, divided into six periods. Emphasizes careful battle planning and execution on the part of the player-general. Units operate in divisions but fight as units. These rules do not allow free-wheeling unit maneuvers common to other rules sets. Unit movement is more controlled, especially when in close proximity to the enemy. Soldier types are determined to how they fought, not according to weapons and armor. Different armies have different flexibilities. **\$27.00**

○ **Advanced Armati** With new army lists for all the armies that give a core and optional troops to allow more variety in armies, an elegant points system, supports historical matchups and cross-period play, added tactical options, new rules for maneuvering, melee break-off, terrain use, special rules for English Civil War and the 30 Years War, a fast-play campaign system, and ten famous campaigns are provided. **\$23.00**

○ **Strategos Vol 1.1** Armati newsletter with tactical solutions, playing the Palmyran army, battle of Pharsalus, charts, etc. **\$4.50**

○ **Strategos Vol 1.2** Armati newsletter with rules and changes for the Italian wars, new army lists, etc. **\$4.50**

### D.B.R.

**WRG DBR Wargames Rules for Renaissance Battles** This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing or record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Warband, Horsemasters, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **\$16.00**

**DBR ARMY LISTS BOOK 1** Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese, Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **\$16.00**

**DBR ARMY LISTS BOOK 2** It's here at last! This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India. Includes German Catholic and Protestant, Swedish & French Thirty Years War, Royalist & Parliamentary English Civil War, Free Cossack, Tartar, Siberian Tribes, Early Danish, Scots Covenanters, etc. **\$16.00**

**DBR ARMY LISTS BOOK 3** It's here at last! Armies of the Eastward Colonial Expansion and of the European Enlightenment. Armies include Dutch and Portuguese Colonial, Tuareg, West Sudanese, East African Pagan, Scots Jacobite, Louis XIV French, Later Ottoman Turk, Later Polish, etc. **\$16.00**

**DE BELLIS CIVILE** Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. Include background and army lists for each battle. **\$16.00**

### WRG HORDES OF THE THINGS

See Heading under Fantasy Miniatures Section. **\$16.00**

## WRG History Books

**WRG ARMIES OF THE NEAR EAST** 208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebrew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaean, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **\$45.00**

**WRG ARMIES OF MACEDONIAN & PUNIC WARS** 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. All major battles of the period are covered. And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **\$38.00**

**WRG ARMIES & ENEMIES OF IMPERIAL ROME** 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances!), Sarmatians, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price \$7.50**

**WRG ARMIES OF THE DARK AGES** 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$30.00**

**WRG ARMIES & ENEMIES OF THE CRUSADES** 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. **Due late Oct. \$30.00**

**WRG ARMIES OF FEUDAL EUROPE** 1066 - 1300 AD 160 page historical reference book of Medieval Europe following the battle of Hastings 1066. History, tactics, organizations, of Bulgaria, England, France, Holy Roman Empire, Hungary, Teutonic Knights, Poland, the Low Countries, Scotland, Italy, Spain, Wales, etc. Also covers many major battles, and gives illustrations and descriptions of each troop type for all the listed nations, including armor and tunic colors, & shields & banner designs. **Reprint due? \$38.00**

**WRG ARMIES OF THE MIDDLE AGES** Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights' banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of bannerets, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each belligerent. **192 pages. \$7.50**

**WRG ARMIES OF THE MIDDLE AGES** Volume 2 1300 - 1500 AD A 200 page historical reference book on the organization, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$38.00**

## DBM Army Packs

True 15mm Figures. Available Unpainted Only

**D.Y.O. DBM ARMY:** This is a special offer that applies to all DBM players. Simply post or fax us the army list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off our normal retail prices. Please note that if your army does not use Museum, AB, Hobby Products or Irregular Miniatures, the order could take 3 - 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. **Quote**

**Hyksos 1600 BC DBM Army - 350 Points, 29 Cv(S) Chariots, 3 Cv(O) Chariots, 24 Spearman, 64 skirmishers, 1 used this army at CanCon '97 and came around 8th. (Chariot Miniatures) \$180.00**

**Mitanni 1300 BC DBM Army - 350 Points, 24 Cv(S) Chariots, 6 Cv(O) Chariots, 32 Spearman, 32 skirmishers. Probably the best chariot army ever, with regular generals. (The armored Mitanni Chariots are stunning, new from Chariot Miniatures) \$162.00**

**New Kingdom Egyptian 1250BC DBM Army - 350 Points, 13 Cv(S) Chariots, 64 Spearman, 40 archers, 24 javelinmen, 16 skirmishers. (Chariot Miniatures) \$131.00**

**Hittite Empire 1300 BC DBM Army - 350 Points, 11 knight chariots, 7 Cv(S) Chariots, 3 Cv(O) Chariots, 72 Spearman, 64 skirmishers. (Chariot Miniatures) \$149.00**

**Later Hoplite Spartan DBM Army - 349 Points, 65 elements, 226 15mm figures - 3 Generals, 153 hoplites, 12 Javelinmen, 16**



# 48 - Miniatures: Antiquity & Renaissance

Cretan archers, 12 Light Horse, 18 baggage animals. (AB Figures) **\$125.00**  
Later Hoplite Theban DBM Army - 350 Points, 77 elements.  
280 15mm figures - 3 Generals, 177 hoplites, 24 peltasts, 12 Javelinmen, 16 Cretan archers, 18 Cavalry, 18 baggage animals. (AB Figures) **\$158.00**

**Gallic DBM Army, 100 BC - 350 points, 93 elements.** 255 15mm figures - 3 mtd Generals, 51 Cavalry, 135 Warband, 48 Skirmishers, 18 baggage animals. (Museum Miniatures) **\$141.00**  
ALEXANDRIAN MACEDONIAN 330 BC - 351 points, 63 elements. 211 15mm figures - 3 mtd Generals, 18 Companions, 6 Prodromoi, 12 Thessalians, 6 Thracian light horse, 16 Hypaspists, 9 Phalangites, 16 Agrianians, 8 Cretan archers, 18 baggage animals. (Museum Miniatures) **\$112.00**

LATER CARTHAGINIAN 209 BC - 350 points, 64 elements. 180 15mm figures - Hannibal & 2 bodyguard, 2 mtd generals, 16 Poni Cavalry, 12 Spanish Cavalry, 16 Libyan Light Horse, 2 elephants & crew, 2 Peoni Citizen Spearman, 32 Hannibal's Veteran Spearman, 16 Libyan Spearman, 12 Spanish Scutarii, 8 Spanish Javelinmen, 6 Balearic slingers, 8 Numidian Javelinmen, 18 baggage. (Figures are by Battle Honors. Please allow 4 weeks for delivery) **\$120.00**

One of the two all time favourite armies amongst Ancient wargamers. The army of Hannibal in the Carthage-Rome wars. The two armies are distinctly different and yet offer a balanced game every game. The Romans have much better foot, but the Carthaginians have much better mounted.

POLYBIAN ROMAN 209 BC - 349 points, 157 15mm figures - 3 mtd generals, 21 Roman Cavalry, 3 Spanish Cavalry, 80 Hastati & Principes, 20 Triarii, 18 Spanish Auxiliaries, plus baggage. (Figures by Battle Honors. Please allow 4 weeks for delivery) **\$139.00**  
The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

Seleucid DBM Army - 350 points, 59 elements, 203 15mm Figs - 3 Mtd Generals, 26 Cataphracts, 2 Fast knights, 12 Light Horse, 16 Argyspids, 16 Roman Argyspids, 80 Pikes, 16 Thureophori, 6 Slingers, 8 Archers, 18 Baggage animals. (Museum Miniatures) **\$113.00**

Early Imperial Roman DBM Army - 350 points, 49 elements, 181 15mm figures - 3 mtd Generals, 30 Cavalry, 80 Legionaries, 18 Auxiliaries, 18 Baggage animals. (Museum Miniatures) **\$98.00**

Middle Imperial Roman DBM Army - 350 points, 51 elements, 199 15mm Figs - 3 Mtd Generals, 30 Cavalry, 80 Legionaries, 24 Legio Lanciarii, 32 Auxiliaries, 18 Baggage animals. (Museum) **\$101.00**

Late Imperial Roman DBM Army - 350 Points, 59 elements, 188 15mm figures - 3 Generals, 12 Cavalry, 9 Cataphractarii, 12 Cibinari, 8 Equites Illyrici, 4 Equites Sagittarii, 48 Legiones, 24 Supporting archers, 24 Auxilia Palatina, 12 Supporting archers, 18 baggage animals. (Gladiator Figures) **\$129.00**

Bactrian Greek 250BC DBM Army - 351 points, 56 elements, 182 15mm Figs - 3 Mtd Generals, 6 Cavalry, 6 Light Cavalry, 27 Iranian Lancers, 22 Bactrian light horse, 64 Phalangites, 12 Indian Spearman, 12 Indian archers, 18 baggage. (Museum Miniatures) **\$130.00**

Classical Indian 321 Bce, 349 points, 39 elements, 143 15mm figures - 7 elephants with 4 supporting javelinmen each, 3 Superior Knight 4 horse, 6 crew Chariots, 18 Cavalry, 48 Archers, 21 Javelinmen & 18 baggage animals. (New figures by Irregular Miniatures - superb!) **\$127.00**

Mongol 1206 - 1266 AD - 350 points, 44 elements, 106 15mm figures, including 3 generals, 17 Guard Cavalry, 18 Heavy Cavalry, 50 Superior Light Horse & 18 baggage. Figures by Museum (very nice!) **\$89.00**

Ilkhanid Mongol 1281 AD - 350 points, 43 elements, 111 15mm figures - 4 generals, 14 Guard Cavalry, 6 Hospitaller Knights, 18 Hospitaller Crossbowmen, 41 Mongol Light Horse, 12 Kurdish foot, 18 baggage animals. Figures by Museum. **\$82.00**

Late Crusader 1250 AD - 348 points, 41 elements, 139 15mm figures - 1 Cinc, 1 Templar & 1 Hospitaller General, 11 Templar Knights, 11 Hospitaller Knights, 20 Other Knights, 12 Turcopoles, 32 Foot Sergeants, 32 Military order crossbowmen, 18 baggage. Figures by Museum. **\$89.00**

Mamluk Egyptian 1250 AD - 349 points, 48 elements, 123 15mm figures - 3 generals, 42 Mamluk superior cavalry, 18 Haqla ordinary cavalry, 20 Turkoman superior lighthorse, 18 auxiliaries, 10 skirmishers, 18 baggage. Figures by Museum. The successors to the Ayyubids. **\$100.00**

100 Years War English 1410 AD - 350 points, 41 elements, 145 15mm figures - 3 Generals, 6 Mtd Knights, 24 Mounted Knights, 80 Longbowmen, 16 Billmen, 4 Irish Kerns, 18 baggage animals. (Museum Miniatures) **\$73.00**

Medieval French 1410 AD - 350 points, 52 elements, 160 15mm figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigands, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) **\$100.00**

Wars of the Roses English Yorkist 1460 AD - 347 points, 54 elements, 181 15mm figures - 3 generals, 24 Men-at-arms, 20 Retinue Billmen, 40 Retinue Archers, 24 Shire Billmen, 42 Shire archers, 16 German pikes, 18 baggage. Figures by Museum. The successors to the Ayyubids. **\$100.00**

French Ordinance 1450 AD - 349 points, 39 elements, 107 15mm figures - 3 generals, 13 Knights, 20 Ordinance archers, 30 Francs archers, 6 handgunners, 3 Bombards, 18 baggage. Figures by Museum. The successors to the Ayyubids. **\$80.00**

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### Classical/Republican Indian

True 15mm figures by Irregular Miniatures.

These are the best Indian miniatures I have seen - fantastic.

|         |  |        |
|---------|--|--------|
| IRRR12  | Indian General & Parasol Bearer & Driver on Elephant | \$6.50 |
| IRRR13  | Indian Warriors (3) on Elephant with banner          | \$6.50 |
| IRRR14  | Indian 4 horse, 6 crew chariot with general          | \$8.25 |
| MUSST01 | Indian 4 horse, 6 crew chariot                       | \$8.25 |
| IRRR16  | Indian Cavalry (1)                                   | \$1.10 |
| IRRR17  | Indian Armored Cavalry (1)                           | \$1.10 |
| IRRR18  | Indian Mounted General (1)                           | \$1.10 |
| IRRR19  | Indian Mounted Standard Bearer (1)                   | \$1.10 |
| IRRR20  | Indian Longbowman (1) (Several poses)                | \$1.10 |
| IRRR21  | Indian Javelinman (Fast Blades) (1)                  | \$0.55 |
| MUSIF01 | Indian Skirmisher/Elephant Escort (1)                | \$0.55 |
| MUSIF02 | Indian Maiden Guard (1)                              | \$0.55 |
| IRRR22  | Indian Foot Officer (1)                              | \$0.55 |
| IRRR23  | Indian Foot Standard Bearer (1)                      | \$0.55 |
| IRRR24  | Indian Foot Drummer (1)                              | \$0.55 |

### Gallic/Galatian/British 400 BC - 75 AD

True 15mm metal miniatures available separately

|         |   |        |
|---------|---|--------|
| MUSGL01 | Naked Fanatic w/sword & shield (1)          | \$0.55 |
| MUSGL02 | Naked Fanatic w/spear & shield (1)          | \$0.55 |
| MUSGL03 | Foot Warrior w/shield & sword (1)           | \$0.55 |
| MUSGL04 | Light Infantry skirmisher, shield & jav (1) | \$0.55 |
| MUSGL05 | Light Infantry Javelinman, shield & jav (1) | \$0.55 |
| MUSGL06 | Light Infantry archer (1)                   | \$0.55 |
| MUSGL07 | Cappadocian/Pamphylia/Thracian shield & lns | \$0.55 |
| MUSGL08 | British Light Cavalry, shield & jav (1)     | \$1.10 |
| MUSGL09 | Medium/Heavy Cavalry, shield & spear (1)    | \$1.10 |
| MUSGL10 | Noble Cavalry/General/CinC, mail & shield   | \$1.10 |
| MUSGL11 | Light Infantry Slinger (1)                  | \$0.55 |
| MUSGL12 | Infantryman armed with war horn (1)         | \$0.55 |
| MUSGL13 | Infantryman holding standard (1)            | \$0.55 |
| MUSGL14 | Warrior in chainmail, shield, sword (1)     | \$0.55 |
| MUSGL15 | Two Horse Chariot with driver & warrior     | \$5.50 |
| MUSGL16 | Two Horse Chariot, driver & armored Warr    | \$5.50 |

### Early & Middle Imperial Roman

True 15mm metal miniatures available separately

|         |   |        |
|---------|---|--------|
| MUSRM02 | Mounted Roman CinC/General (1)              | \$1.10 |
| MUSRM03 | Middle Imperial Legionary (1)               | \$0.55 |
| MUSRM04 | Middle Imperial Legionary Lanciarii (1)     | \$0.55 |
| MUSRM05 | Equites Sagittarii Legionary Lt Cav (1)     | \$1.10 |
| MUSRM06 | Equites Alares/Cohortales Cavalry (1)       | \$1.10 |
| MUSRM07 | Middle Imperial Auxiliary Infantry (1)      | \$0.55 |
| MUSRM08 | Legionary Centurion (1)                     | \$0.55 |
| MUSRM09 | Legionary Standard Bearer (1)               | \$0.55 |
| MUSRM10 | Legionary Legionary Musician (1)            | \$0.55 |
| MUSRM11 | Early Imperial Legionary, Lorica Segmentata | \$0.55 |
| MUSRM12 | Early Imperial Auxiliary Infantry (1)       | \$0.55 |
| MUSRM13 | Early Imperial Auxiliary Infantry (1)       | \$0.55 |
| MUSRM14 | Sarmation Lancer on Horse (1)               | \$1.10 |
| MUSRM15 | Auxiliary Centurion (1)                     | \$0.55 |
| MUSRM16 | Auxiliary Standard Bearer (1)               | \$0.55 |
| MUSRM17 | Auxiliary Auxiliary Musician (1)            | \$0.55 |
| MUSRM18 | Early Imperial Legionary with Sword (1)     | \$0.55 |
| MUSRM19 | Middle Imperial Legionary with Sword (1)    | \$0.55 |
| MUSRM20 | Middle Imperial Lanciarii with sword (1)    | \$0.55 |

### Roman Gladiators

True 15mm metal miniatures available separately

|         |  |        |
|---------|--|--------|
| MUSGD01 | Thracian with shield, sica, bare head, greaves (1)         | \$0.55 |
| MUSGD02 | Vilite with shield, javelin, bare head (1)                 | \$0.55 |
| MUSGD03 | Samnite with shield, sword, helmet, armored right arm (1)  | \$0.55 |
| MUSGD04 | Sector with shield, sword, helmet, armored right arm (1)   | \$0.55 |
| MUSGD05 | Late Thracian with shield, sica, helmet, greaves (1)       | \$0.55 |
| MUSGD06 | Retiarius with net, trident, and bare head (1)             | \$0.55 |
| MUSGD07 | Provocator with shield, spear, helmet, plate right arm (1) | \$0.55 |
| MUSGD08 | Myrmillo with shield, sword, helmet, armored right arm (1) | \$0.55 |
| MUSGD09 | Cinacraeus with two swords, both arms in plate (1)         | \$0.55 |
| MUSGD10 | Pugilistius with armored boxing gloves (1)                 | \$0.55 |
| MUSGD11 | Gaetulian with 4 throwing darts (1)                        | \$0.55 |
| MUSGD12 | Laquearius with lasso and armored right arm (1)            | \$0.55 |

### 1000s - 1300s AD Early Medieval

True 15mm metal miniatures available separately

|         |   |        |
|---------|---|--------|
| MUSNI01 | Light Infantry Archer (1)                   | \$0.55 |
| MUSNI02 | Medium Infantry Spearman, kite shield (1)   | \$0.55 |
| MUSNI03 | Heavy Infantry Spearman, kite shield (1)    | \$0.55 |
| MUSNI04 | Unarmored Crossbowman (1)                   | \$0.55 |
| MUSNI05 | Medium armored archers (1)                  | \$0.55 |
| MUSNI06 | Slav Infantry with spear & kite shield (1)  | \$0.55 |
| MUSNI07 | Heavy Infantry with 2 handed axe (1)        | \$0.55 |
| MUSNI08 | Viking Berserker with axe (1)               | \$0.55 |
| MUSNI09 | Viking Berserker with sword (1)             | \$0.55 |
| MUSNI10 | Viking Bondi Archers (1)                    | \$0.55 |
| MUSNI11 | Viking Bondi Spearman with sword (1)        | \$0.55 |
| MUSNI12 | Viking Bondi Spearman with sword (1)        | \$0.55 |
| MUSNI13 | Viking Skirmisher, javelin, shield (1)      | \$0.55 |
| MUSNI14 | Viking Bondi Spearman with spear (1)        | \$0.55 |
| MUSNI15 | Viking CinC on foot, sword & shield (1)     | \$0.55 |
| MUSNI16 | Viking Huscarl with axe (1)                 | \$0.55 |
| MUSNI17 | Staff Slinger light infantry (1)            | \$0.55 |
| MUSNI18 | Viking Ulfbhar with sword (1)               | \$0.55 |
| MUSNI19 | Viking/Norman Hy. Inf. spr. shield (1)      | \$0.55 |
| MUSNI20 | Crusader Crossbowman, armored (1)           | \$0.55 |
| MUSNI21 | Crusader Archer, chainmail hauberk (1)      | \$0.55 |
| MUSNI22 | Crusader Foot Knight, sword, shield (1)     | \$0.55 |
| MUSNI23 | Crusader Foot Knight with mace, shield (1)  | \$0.55 |
| MUSNI24 | Crusader Foot Knight w/spear & shield (1)   | \$0.55 |
| MUSNI25 | Armored crossbowman (1)                     | \$0.55 |
| MUSNI26 | Crusader Foot Knight w/sword & shield (1)   | \$0.55 |
| MUSNI27 | Crusader General on foot, sword, shield (1) | \$0.55 |
| MUSNI28 | Crusader Foot Knight with mace, shield (1)  | \$0.55 |
| MUSNI29 | Teutonic Foot Knight with mace, shield (1)  | \$0.55 |
| MUSNI30 | Crusader Foot Knight with sword, shield (1) | \$0.55 |
| MUSNI31 | Teutonic Foot Knight with sword, shield (1) | \$0.55 |
| MUSNI32 | Teutonic Foot Knight with lance, shield (1) | \$0.55 |
| MUSNI33 | Teutonic Foot Knight with lance, shield (1) | \$0.55 |
| MUSNI34 | Teutonic Foot Knight with lance, shield (1) | \$0.55 |

|         |   |        |
|---------|---|--------|
| MUSNC01 | Mtd Norman Caballarii (c 850 AD) (1)        | \$1.10 |
| MUSNC02 | Mtd Norman Knight w/lance & shield (1)      | \$1.10 |
| MUSNC03 | Mtd Norman Knight w/lance & shield (1)      | \$1.10 |
| MUSNC04 | Mtd Norman Retainer, medium cav (1)         | \$1.10 |
| MUSNC05 | Mtd Crusader Turcopoles firing bow (1)      | \$1.10 |
| MUSNC06 | Mtd Crusader Turcopoles with javelin (1)    | \$1.10 |
| MUSNC07 | Mtd Crusader Knight with lance & shield (1) | \$1.10 |
| MUSNC08 | Mtd Crusader Templar Knight (1)             | \$1.10 |
| MUSNC09 | Mtd Crusader Hospitaller Knight (1)         | \$1.10 |
| MUSNC10 | Mtd Crusader Hospitaller Knight w/sword     | \$1.10 |
| MUSNC11 | Mtd Crusader Sergeant w/lance (1)           | \$1.10 |
| MUSNC12 | Mtd Crusader Knight with lance & shield (1) | \$1.10 |
| MUSNC13 | Mtd Crusader Brotherknight (1)              | \$1.10 |

### 1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

|         |   |        |
|---------|---|--------|
| MUSMD01 | Unarmored English Longbowman (1)          | \$0.55 |
| MUSMD02 | Armored English Longbowman (1)            | \$0.55 |
| MUSMD03 | Unarmored Welsh Longbowman (1)            | \$0.55 |
| MUSMD04 | French Crossbowman (1)                    | \$0.55 |
| MUSMD05 | Genoese Crossbowman (1)                   | \$0.55 |
| MUSMD06 | French Archer with bow (1)                | \$0.55 |
| MUSMD07 | Welsh Knife, long knife & shield (1)      | \$0.55 |
| MUSMD08 | Welsh Spearman, spear & shield (1)        | \$0.55 |
| MUSMD09 | False French w/own Militia, spear, shield | \$0.55 |
| MUSMD10 | Brigade with 2 handed weapon (1)          | \$0.55 |
| MUSMD11 | Heavily Armored English Longbowman        | \$0.55 |
| MUSMD12 | Foot Knight with mace & shield (1)        | \$0.55 |
| MUSMD13 | Foot Knight with axe (1)                  | \$0.55 |
| MUSMD14 | Foot Knight with sword & shield (1)       | \$0.55 |
| MUSMD15 | Billman (1)                               | \$0.55 |
| MUSMD16 | Mounted EHK Men-at-Arms (1)               | \$1.10 |
| MUSMD17 | Mounted Household Men-at-Arms SHK         | \$1.10 |
| MUSMD18 | English Lesser Mtd Men-at-Arms HC (1)     | \$1.10 |
| MUSMD19 | French Mounted Mtd Men-at-Arms SHK        | \$1.10 |
| MUSMD20 | French Mounted Sergeant HC (1)            | \$1.10 |
| MUSMD21 | Mounted Hoblar with Lance (MC) (1)        | \$1.10 |
| MUSMD22 | Mounted Archer/Longbowman (1)             | \$1.10 |
| MUSMD23 | Later Mounted Man-at-Arms SHK (1)         | \$1.10 |
| MUSMD24 | Later Mounted Man-at-Arms SHK (1)         | \$1.10 |
| MUSMD25 | Retinue Armored Billman (1)               | \$0.55 |
| MUSMD26 | Retinue Armored Longbowman (1)            | \$0.55 |
| MUSMD27 | Mounted Shire Levy Hoblar MC (1)          | \$1.10 |
| MUSMD28 | Shire Levy Billman (1)                    | \$0.55 |
| MUSMD29 | Burgundian Handwerker (1)                 | \$0.55 |
| MUSMD30 | Irish Kern Light Infantry (1)             | \$0.55 |
| MUSMD31 | Mounted Retinue Billman (1)               | \$1.10 |
| MUSMD32 | Mounted Retinue archer with longbow       | \$1.10 |
| MUSMD33 | Burgundian Armored Pikeman (1)            | \$0.55 |
| MUSMD34 | Mounted, armored crossbowman (1)          | \$1.10 |
| MUSMD35 | Mounted CinC or Sub-general (1)           | \$1.10 |
| MUSMD36 | Later Men-at-arms on foot with sword (1)  | \$1.10 |
| MUSMD37 | Later Men-at-arms on foot with sword (1)  | \$1.10 |
| MUSMD38 | Medium Bombard & Crew                     | \$8.25 |
| MUSMD39 | Organ Gun & Crew                          | \$5.50 |
| MUSMD40 | Small Wheeled Mantlets (4)                | \$5.50 |

### 15mm Equipment

By Museum or Irregular Miniatures

|           |                           |        |
|-----------|---------------------------|--------|
| MUSPH01   | Pack Horses (3)           | \$2.20 |
| MUSAC80   | Pack Camels (1)           | \$5.50 |
| BAABAA1   | Sheep (3)                 | \$1.10 |
| MOOMOO2   | Cows (2)                  | \$1.30 |
| GRUNT3    | Pigs (3)                  | \$1.10 |
| BLEAT4    | Goats (3)                 | \$1.10 |
| SNORT5    | Bison (2)                 | \$1.30 |
| SPITSPIT6 | Pack Camel (1)            | \$1.30 |
| SPITSPIT7 | Camel (1)                 | \$1.10 |
| RAWHIDE8  | Long Horn Cattle (2)      | \$1.30 |
| MEHMEH9   | Lambs (4)                 | \$1.10 |
| WOOF10    | Labrador (it's a dog)     | \$0.55 |
| GROWL11   | Alsatian (it's a dog too) | \$0.55 |
| HUMP12    | Pack Mules (2)            | \$1.30 |
| PHW13     | Mules (2)                 | \$1.10 |
| GEEGEE14  | Horse (2)                 | \$1.10 |



## BATTLE HONORS

By Tony Barton

These are the best Polybian/Camilian/Republican 15mm Romans I have seen. I took one look at the figures and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. (Minimum order is ten packs. Allow three weeks for delivery.)

| Polybian Roman   |        |
|--|--------|
| RO1 Velite with separate shield & javelin (8)                      | \$4.30 |
| RO2 Hastati/Poor Principes, standing with pilum, square armor (8)  | \$4.30 |
| RO3 Hastati/Poor Principes, throwing pilum, square armor plate (8) | \$4.30 |
| RO4 Principes (or Triarii), mail shirt, standing with spear (8)    | \$4.30 |
| RO5 Triarii Kneeling to receive charge, mail shirt, spear (8)      | \$4.30 |
| RO6 Infantry Command Group (5)                                     | \$4.30 |
| ROCI Roman/Italian Cavalry, mail shirt, javelin, shield (3)        | \$4.30 |
| CGC6 Use as Roman Mounted Command (3)*                             | \$4.30 |

\* Actually Carthaginian mounted command group.

| Carthaginian  |         |
|---|---------|
| CG1 Citizen Infantry (8) (Auxilia)                            | \$4.30  |
| CG2 Citizen Infantry (8) (Auxilia)                            | \$4.30  |
| CG3 Libyan Spearman (8) with long thrusting spear             | \$4.30  |
| CG4 Hannibal's Veteran Spearman (8) with long thrusting spear | \$4.30  |
| CG5 Libyan Javelinman (8)                                     | \$4.30  |
| CG6 Numidian Javelinman (8)                                   | \$4.30  |
| CG7 Spanish Scutarii (8)                                      | \$4.30  |
| CG8 Balearic Slingers (8)                                     | \$4.30  |
| CG9 Spanish Javelinman (8)                                    | \$4.30  |
| CG11 Carthaginian Infantry Companion (5)                      | \$4.30  |
| CGCI Pont Carthaginian Cavalry (3)                            | \$4.30  |
| CGC2 Libyan Cavalry (3)                                       | \$4.30  |
| CGC3 Spanish Cavalry (3)                                      | \$4.30  |
| CGC6 Carthaginian Mounted Command (3)                         | \$4.30  |
| CGC7 Hannibal and Two Companions (3 mounted)                  | \$4.30  |
| CGC9 Elephant & Crew (this is a huge elephant)                | \$13.95 |

| Ancient Greek  |        |
|--|--------|
| GR7 Thracian Peltast (8)                                     | \$4.30 |
| GR8 Cretan Archer (8)  | \$4.30 |
| GR9 Stone Thrower (8)  | \$4.30 |
| GR10 Thessalian Javelinman (4 with shield, 4 with no shield) | \$4.30 |

## 18<sup>th</sup> & 19<sup>th</sup> Century

### Chef De Bataillon

#### EMP CHEF DE BATAILLON

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. \$42.50

### Empire

#### EMP EMPIRE

By The Emperor's Headquarters, these are perhaps the most famous Napoleonic miniatures rules. The comprehensive, illustrated EMPIRE rulebook carefully describes the proven Telescoping Time concept which allows you to accurately simulate a Napoleonic battle in the most time-efficient manner yet possible. You are cast in the role of the real corps or army commander, allowing you to synthesize grand-tactical decision-making with consideration of tactics. Detailed leader ratings allow personalities to function on the miniatures table like they did in real life. With detailed appendices that describe troop and leader ratings, morale, firepower, changing combat performance by campaign year, etc. With a sturdy 3 ring binder, one sheet of counters, 7 charts. \$42.50

#### Empire Campaign System

Tired of having to adopt boardgames as rules for your miniatures campaigns? Not any longer! Now the Empire Campaign System brings you a Napoleonic campaign system designed exclusively with the miniatures wargamer in mind. The maneuvers into battle and pursuit thereafter all neatly tie together. With a large color map of Saxony, reduced scale game maps, campaign charts, rules, 520 counters, etc. \$12.00

### Fields of Honor

CEE FIELDS OF HONOR 19th Century Rules  
These new, high quality production historical miniatures rules cover every battle, campaign and war of the 19th century from 1830 to 1902, including the Crimean War, Great Indian Mutiny, Franco-Prussian War, the American Civil War, Boer War, Zulu Wars, American Indian wars, etc. This 120 page rulebook has realistic, easy to learn mechanics and complete army lists for all of the important wars of this period. Battles can be played at any scale, so you can do a company level battle of Gettysburg at the beginning of the battle, then see what effect that had when resolving the rest of the battle at brigade level. Advanced rules add orders and communication, competence of sub-commanders (there are 18 different personality types, from brash to cautious), etc. 120 pages, B&W photos of the period. \$25.00

### Fire and Steel

#### WRG FIRE AND STEEL

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. \$13.50

### Flint & Steel

#### COA FLINT & STEEL 1740 - 1789 RULES

Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive

and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 26 different armies between 1740-89. Performance data on over 50 kinds of artillery. Recreates battles in North America, Europe, and the Far East. Over 300 leaders of the American Revolution are given ratings and details. Also introductory scenarios from the American Revolution and Seven Years War. \$34.95

## From Valmy to Waterloo

#### COA FROM VALMY TO WATERLOO

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganized units are easy prey to organized ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. \$40.00

## Napoleon's Battles

#### AVA NAPOLEONS BATTLES

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. \$45.00

### Shako

#### QUA SHAKO

By Arty Conlife, who brought us *Spearhead* and *Tactics*. These are multi-level Napoleonic rules that allow you to fight mid-sized Napoleonic battles using infantry Battalions and Cavalry regiments. Or you can fight epic clashes like Waterloo using entire Divisions and Brigades. The command system emphasizes player generalship and rewards good planning. All major tactical doctrines are represented, so armies look and maneuver as they did historically. 20 Napoleonic army lists are supplied. Playable with any Basing System. Also includes Seven Years War with 9 army lists. \$27.00

○ Fields of Glory 18 scenarios, including Spanish against French in 1808, Wellesley in 1808, Raab 1809, Austrians against Polish in 1809, the Russian Guard at Austerlitz, Plancenoit in Waterloo, Wavre 1815, etc. \$26.00

## Warfare in the Age of Reason

#### EMP WARFARE IN THE AGE OF REASON

By The Emperor's Headquarters, an easy to learn set of miniatures rules for the 18th Century. Tactical, campaign and siege sections can be used together or separately to let you re-fight battles from Marlborough to George Washington. The tactical rules use simple but in-depth mechanics to portray the fighting styles of the period. The elegant Campaign system is designed to keep book keeping chores to a minimum while allowing players to exercise grand strategy. Smooth translation rules from map to tabletop. With army lists for the campaigns of Marlborough, the Great Northern War, the Wars of Frederick the Great, the French and Indian War, the Jacobite Rebellions, Clive's Conquest of India, and the American Revolution. Has 102 tactical maps and a campaign map of Europe, India, and American Colonies. \$27.00

#### Campaigns & Battles From the Age of Reason

Features *Bohemian Blitzkrieg*, a very playable two sided campaign covering Frederick the Great's assault on the Austrian Empire in 1757. Adds Spain and her American Empire to the *Sport of Kings* campaign contained in the primary game, how to create your own scenarios, with seven example scenarios; new tactical maps. \$18.00

## Irregular 6mm Armies

6mm figures cast 6 infantry to a strip, 4 cavalry to a strip, artillery pieces include gun, limber, & crew.

|  |         |
|--|---------|
| Marlborough French Army, 288 infantry, 56 cavalry, 4 guns, 4 generals    | \$46.00 |
| Marlborough British/Dutch Army, 252 inf, 56 cavalry, 4 guns, 4 generals  | \$43.00 |
| Marlborough Austrian Army, 306 infantry, 60 cavalry, 4 guns, 4 generals  | \$50.00 |
| Jacobite Army, 252 infantry, 3 generals                                  | \$26.00 |
| Prussian Seven Years War Division, 342 inf, 108 cav, 4 guns, 4 generals  | \$60.00 |
| French Seven Years War Imperial Division, 324 inf, 92 cav, 4 guns, 4 gen | \$60.00 |
| Austrian Seven Years War Division, 344 inf, 144 cav, 4 guns, 4 gen       | \$72.00 |
| Russian Seven Years War Division, 324 inf, 108 cav, 6 guns, 4 gen        | \$60.00 |
| American War of Independence American Army                               | \$47.00 |
| American War of Independence British Army                                | \$60.00 |
| Mahrat/Mughal Indian Army  | \$55.00 |
| British East India Company Army  | \$60.00 |
| French India Company Army  | \$60.00 |
| Siege Battery & Trenches   | \$13.00 |
| Napoleonic Austrian Division   | \$6.00  |
| Napoleonic Bavarian Division   | \$48.00 |
| Napoleonic British Division  | \$37.00 |
| Napoleonic Brunswick Division  | \$48.00 |
| Napoleonic French Division   | \$55.00 |
| Napoleonic Prussian Division   | \$33.00 |
| Napoleonic Russian Division  | \$40.00 |
| Napoleonic Spanish Division  | \$44.00 |
| Napoleonic French Guard Division   | \$55.00 |

## 15mm Buccaneers

Each figure has up to 6 variations

|  |        |
|--|--------|
| VB1 Buccaneer General/Captain                | \$0.55 |
| VB2 Buccaneer Cinnabar with Muskets          | \$0.55 |
| VB3 Buccaneer with pistol and cutlass        | \$0.55 |
| VB4 Buccaneer with musket held over the head | \$0.55 |
| VB5 Buccaneer with halberd                   | \$0.55 |
| VB6 Buccaneer artillery crew                 | \$0.55 |

Buccaneer Army 8 officers, 4 Cinnabars, 52 Musketeers, 32 pikemen, 46 men with pistol and cutlass, 2 cannons and crew \$78.00

## AB 15mm Napoleonic

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

#### French

15mm metal figures available individually

| Imperial Guard                                     |        |
|--|--------|
| ABIG1 Chasseur a Cheval Mid Trooper (1)            | \$1.40 |
| ABIG2 Chasseur a Cheval Mid Officer (1)            | \$1.40 |
| ABIG3 Chasseur a Cheval Mid Trumpeter (1)          | \$1.40 |
| ABIG4 Chasseur a Cheval Guidon Bearer Mid (1)      | \$1.40 |
| ABIG5 Grenadier of the Guard at attention (1)      | \$0.70 |
| ABIG6 Grenadier of the Guard Drummer (1)           | \$0.70 |
| ABIG7 Grenadier of the Guard Officer (1)           | \$0.70 |
| ABIG8 Grenadier of the Guard Eagle Standard Bearer | \$0.70 |
| ABIG9 Chasseur of the Guard at attention (1)       | \$0.70 |
| ABIG11 Chasseur of the Guard Drummer (1)           | \$0.70 |
| ABIG12 Chasseur of the Guard Officer (1)           | \$0.70 |
| ABIG13 Chasseur of the Guard Eagle Standard Bearer | \$0.70 |
| ABIG16 Guard Officer Mounted (1)                   | \$0.70 |
| ABIG17 Guard Sapper (1)                            | \$0.70 |
| ABIG40 Foot artillery crewman (1)                  | \$0.70 |

#### French Generals and Staff

|  |         |
|--|---------|
| ABSET1 Mid: Davout, Lannes, Lasalle, General | \$6.00  |
| ABSET2 Mid: d'Hautpoul and Nansouty          | \$3.00  |
| ABSET3 Six Mounted Marshalls                 | \$10.00 |
| ABSET4 Six ADCs with horses                  | \$10.00 |

#### Imperial French 1806-1813

| Line Infantry  |         |
|--|---------|
| ABIF1 Fusilier, lozenge plate, march attack (1)      | \$0.70  |
| ABIF1a Fusilier, lozenge plate, advancing (1)        | \$0.70  |
| ABIF2 Fusilier, covered shako, march attack (1)      | \$0.70  |
| ABIF3 Fusilier, loading or firing (1)                | \$0.70  |
| ABIF4 Fusilier Officer (1)                           | \$0.70  |
| ABIF5 Fusilier Drummer (1)                           | \$0.70  |
| ABIF6 Grenadier, shako, plume, march attack (1)      | \$0.70  |
| ABIF6a Grenadier, shako, plume, advancing (1)        | \$0.70  |
| ABIF7 Grenadier, covered shako, march attack (1)     | \$0.70  |
| ABIF8 Grenadier, loading or firing (1)               | \$0.70  |
| ABIF9 Grenadier Officer (1)                          | \$0.70  |
| ABIF10 Grenadier Drummer (1)                         | \$0.70  |
| ABIF11 Voltigeur, shako, plume, skirmishing          | \$0.70  |
| ABIF12 Voltigeur, covered shako, skirmishing         | \$0.70  |
| ABIF13 Fusilier/Grenadier Eaglebearer (1)            | \$0.70  |
| ABIF14 Deuxieme Portails with halberd (1)            | \$0.70  |
| ABIF15 Fusilier/Grenadier Standard Bearer (no eagle) | \$0.70  |
| ABIF16 Voltigeur Officer with carbine (1)            | \$0.70  |
| ABIF17 Voltigeur Cornet (1)                          | \$0.70  |
| ABIF18 Mounted Officer (1)                           | \$1.40  |
| ABIF19 Mounted ADC (1)                               | \$1.40  |
| ABIF20 Casualty Set (10)                             | \$8.00  |
| ABIF21 Cheering Infantry (5)                         | \$4.00  |
| ABIF22 Pioneer/sapper wearing bearskin cap (1)       | \$0.70  |
| ABIF23 ADCs and horses (6)                           | \$10.00 |

| Light Infantry                                 |        |
|--|--------|
| ABIF50 Chasseur, march attack (1)              | \$0.70 |
| ABIF51a Carabinier, shako, march attack (1)    | \$0.70 |
| ABIF51b Carabinier, bearskin, march attack (1) | \$0.70 |
| ABIF52b Voltigeur, colpack, march attack (1)   | \$0.70 |
| ABIF53a Voltigeur, shako, skirmishing (1)      | \$0.70 |
| ABIF53b Voltigeur, colpack, skirmishing (1)    | \$0.70 |
| ABIF54 Light Infantry Officer (1)              | \$0.70 |
| ABIF54a Light Infantry Officer, bearskin (1)   | \$0.70 |
| ABIF55 Light Infantry Drummer (1)              | \$0.70 |
| ABIF55a Lt Inf Drummer, shako & plume (1)      | \$0.70 |
| ABIF56 Light Infantry Eagle Bearer (1)         | \$0.70 |
| ABIF57 Deuxieme Portails with halberd (1)      | \$0.70 |
| ABIF58 Light Infantry Hornist, shako & pom-pom | \$0.70 |
| ABIF59 Pioneer/sapper, colpack (1)             | \$0.70 |

| Cavalry                                |        |
|--|--------|
| ABIFC1 Line Chasseur, habit-longue (1) | \$1.40 |
| ABIFC2 Line Chasseur, charging (1)     | \$1.40 |
| ABIFC3 Line Chasseur Officer (1)       | \$1.40 |
| ABIFC4 Line Chasseur Trumpeter (1)     | \$1.40 |
| ABIFC5 Elite Chasseur Trooper (1)      | \$1.40 |
| ABIFC7 Elite Chasseur Officer (1)      | \$1.40 |
| ABF20 Dragon, charging (1)             | \$1.40 |
| ABF21 Dragon Officer (1)               | \$1.40 |
| ABF22 Dragon Trumpeter (1)             | \$1.40 |
| ABF23 Dragon Guidon Bearer (1)         | \$1.40 |
| ABF23a Dragon Eagle Bearer (1)         | \$1.40 |
| ABF27 Hussar Trooper, shako (1)        | \$1.40 |
| ABF27a Hussar Trooper, colpack (1)     | \$1.40 |
| ABF28 Hussar Officer, shako (1)        | \$1.40 |
| ABF28a Hussar Officer, colpack (1)     | \$1.40 |
| ABF29 Hussar Trumpeter, shako (1)      | \$1.40 |
| ABF29a Hussar Trumpeter, colpack (1)   | \$1.40 |
| ABF30 Carabinier, bearskin (1)         | \$1.40 |
| ABF31 Carabinier Officer (1)           | \$1.40 |
| ABF32 Carabinier Trumpeter (1)         | \$1.40 |
| ABF33 Carabinier Standard Bearer (1)   | \$1.40 |
| ABF34 Cuirassier Trooper (1)           | \$1.40 |
| ABF35 Cuirassier Officer (1)           | \$1.40 |
| ABF36 Cuirassier Trumpeter (1)         | \$1.40 |
| ABF37 Cuirassier Standard Bearer (1)   | \$1.40 |
| ABF38 Cuirassier charging (1)          | \$1.40 |

| Artillery                          |        |
|------------------------------------|--------|
| ABIF70 Foot Artillery Crewman (1)  | \$0.70 |
| ABIF71 Foot Artillery Officer (10) | \$0.70 |
| ABIF72 Horse Artillery Crewman     | \$2.50 |
| ABF42 8pr Gun                      | \$2.50 |
| ABF44 Limber Set                   | \$8.00 |
| ABF45 Howitzer                     | \$2.50 |
| ABF46 12pr Gun                     | \$2.50 |

#### British 1806-1813

| Line Infantry                                |        |
|--|--------|
| ABB1 Infantry Centre Coy, marching (1)       | \$0.70 |
| ABB2 Infantry Flank Coy, marching (1)        | \$0.70 |
| ABB3 Infantry Officer (1)                    | \$0.70 |
| ABB4 Infantry Drummer (1)                    | \$0.70 |
| ABB5 Ensign (1) (Early)                      | \$0.70 |
| ABB5a Ensign with cased Standard (Early)     | \$0.70 |
| ABB6 Sergeant with Pike (1)                  | \$0.70 |
| ABB7 Mounted Officer (1)                     | \$0.70 |
| ABB7a Highland Mounted Officer (1)           | \$0.70 |
| ABB8 Infantry Centre Coy, firing/loading (1) | \$0.70 |
| ABB9 Infantry Flank Coy, skirmishing (1)     | \$0.70 |
| ABB10 Infantry Centre Coy, order arms (1)    | \$0.70 |
| ABB11 Infantry Flank Coy, order arms (1)     | \$0.70 |
| ABB12 Ensign standing, bare pole (1)         | \$0.70 |
| ABB13 Ensign standing, cast flag (1)         | \$0.70 |
| ABB14 Sergeant Centre Coy, standing (1)      | \$0.70 |
| ABB15 Sergeant Light Coy, standing (1)       | \$0.70 |
| ABB16 Rifeman marching at trial (1)          | \$0.70 |
| ABB17 Rifeman skirmishing (1)                | \$0.70 |
| ABB17a Rifeman firing prone (1)              | \$0.70 |
| ABB18 Rifle Officer (1)                      | \$0.70 |
| ABB19 Rifle Bugler (1)                       | \$0.70 |



# BB1 - Miniatures: 19<sup>th</sup> Century USA - WW2

|        |   |        |
|--------|---|--------|
| ABB20  | Highland Infantry, Centre Co. marching (1)..... | \$0.70 |
| ABB21  | Highland Infantry, Flank Co. marching (1).....  | \$0.70 |
| ABB22  | Highland Infantry Officer (1).....              | \$0.70 |
| ABB23  | Highland Drummer (1).....                       | \$0.70 |
| ABB24  | Highland Piper (1).....                         | \$0.70 |
| ABB25  | Highland Ensign (1).....                        | \$0.70 |
| ABB26  | Highland Sergeant with pike (1).....            | \$0.70 |
| ABB27  | Highland Flank Co. skirmishing (1).....         | \$0.70 |
| ABB30  | Light Infantry marching (1).....                | \$0.70 |
| ABB30a | Light Infantry advancing (1).....               | \$0.70 |
| ABB31  | Light Infantry skirmishing (1).....             | \$0.70 |
| ABB32  | Light Infantry Officer (1).....                 | \$0.70 |
| ABB33  | Light Infantry Drummer (1).....                 | \$0.70 |
| ABB34  | Light Infantry Bugler (1).....                  | \$0.70 |
| ABB35  | Light Infantry Ensign (1).....                  | \$0.70 |
| ABB36  | Officer Light Company (1).....                  | \$0.70 |
| ABB37  | Pioneer (1).....                                | \$0.70 |
| ABB38  | Centre Co. advancing porte arms (1).....        | \$0.70 |
| ABB39  | Flank Co. advancing porte arms (1).....         | \$0.70 |
| ABB40  | Centre Co. advancing levelled musket (1).....   | \$0.70 |
| ABB41  | Flank Co. advancing levelled musket (1).....    | \$0.70 |

|           |  |        |
|-----------|--|--------|
| Cavalry   |  |        |
| ABB41     | Dragoon, cocked hat (1).....                       | \$1.40 |
| ABB42     | Dragoon, cocked hat, charging (1).....             | \$1.40 |
| ABB43     | Dragoon Officer, cocked hat (1).....               | \$1.40 |
| ABB44     | Dragoon Trumpeter, cocked hat (1).....             | \$1.40 |
| ABB45     | Dragoon, watering cap, overalls (1).....           | \$1.40 |
| ABB46     | Dragoon, charging, watering cap, overalls (1)..... | \$1.40 |
| ABB47     | Dragoon Officer, watering cap, overalls (1).....   | \$1.40 |
| ABB48     | Dragoon Trumpeter, watering cap, overalls (1)..... | \$1.40 |
| ABB49     | Light Dragoon, helmet (1).....                     | \$1.40 |
| ABB50     | Light Dragoon, helmet, charging (1).....           | \$1.40 |
| ABB51     | Light Dragoon Officer, helmet (1).....             | \$1.40 |
| ABB52     | Light Dragoon Trumpeter (1).....                   | \$1.40 |
| Artillery |  |        |
| ABB51     | 6pdr Gun (light).....                              | \$2.50 |
| ABB52     | 9pdr Gun.....                                      | \$2.50 |
| ABB53     | 5 1/2" Howitzer.....                               | \$2.50 |
| ABB54     | Foot Artillery Crewman loading (1).....            | \$0.70 |
| ABB55     | Foot Artillery Crewman firing (1).....             | \$0.70 |
| ABB56     | RHA Crewman loading (1).....                       | \$0.70 |
| ABB57     | RHA Crewman firing (1).....                        | \$0.70 |
| ABB58     | Staff Set One (Packham, General, Cotton).....      | \$5.00 |
| ABB59     | Staff Set Two (Beresford, Cole, ADC).....          | \$5.00 |

## Napoleonic HaT Figures

1/72nd scale hard-plastic figures

|         |  |         |
|---------|--|---------|
| HaT8001 | French Marmalukes (12 cavalry).....                        | \$11.50 |
| HaT8002 | Prussian Dragoons (12 cavalry).....                        | \$11.50 |
| HaT8003 | Prussian Uhlans (12 cavalry).....                          | \$11.50 |
| HaT8004 | Prussian Artillery (48 pieces).....                        | \$11.50 |
| HaT8005 | Brunswick Avante Guard Infantry (45 pieces).....           | \$11.50 |
| HaT8006 | Russian Artillery (48 pieces).....                         | \$11.50 |
| HaT8007 | Prussian Landwehr Infantry (45 pieces - soft plastic)..... | \$11.50 |

## Tabletop Complete Armies

**Napoleonic Army Starter Set** \$79.95  
From Valmy to Waterloo Rules, and over 100 15mm French & British excellent AB figures, incl. infantry, cavalry, artillery. Note that cavalry count as two figures, artillery count as several pieces.

**Zulu Wars Army Starter Set** \$69.95  
Fields of Honor Rules, and 100 15mm Zulu and British Colonial figures, made by Irregular Miniatures. Note that cavalry count as two figures.

# 19<sup>th</sup> Century USA

## Deadlands

**PEG THE GREAT RAIL WARS**  
The year is 1876, but the history is not our own. The American Civil War rages on. Most of California has fallen into the Pacific. The Sioux Nations have reclaimed the Dakotas. The dead walk among us. Miners have discovered ghost rock, a wonder fuel that powers the many, mad steam-punk devices that the North and South need to crush their hated foes. This is a skirmish level game of this world. With an 80 page rulebook, 16 page army book, 33 full color troop cards (including Buffalo Hunters, Gunmen, Gatling Guns, Clockwork Taranulas, Ronin, CSA Troopers, Sharpshooters & Texas Rangers, USA Troopers, Sharpshooters & Pinkertons, Wolves, Walkin' Dead, etc.) 60 color counters, 6 Bounty Trackers, Boom! and flamethrower templates, 4 card-stock western buildings, 35 poker chips, dice, and 17 great 35mm pewter miniatures, being 10 gunmen, 5 walkin' dead, a gunslinger & a huckster. Great value!  
\$99.00

**THE GREAT RAIL WARS Reinforcements** Features extra copies of the unit cards you got in the Great Rail Wars boxed game. There are at least two copies of all the troop cards plus 6 color versions of the premade heroes featured in the Great Rail Wars rulebook. Also most frequently asked questions.  
\$18.00

## Deadlands Miniatures

35mm metal figures

|         |                        |        |
|---------|------------------------|--------|
| PEG1201 | Undead Gunslinger..... | \$5.50 |
| PEG1202 | Masked Man.....        | \$5.50 |
| PEG1203 | Buffalo Soldier.....   | \$5.50 |
| PEG1204 | Huckster.....          | \$5.50 |
| PEG1205 | Mad Scientist.....     | \$5.50 |
| PEG1206 | Indian Brave.....      | \$5.50 |
| PEG1207 | Shaman.....            | \$5.50 |
| PEG1208 | Preacher.....          | \$5.50 |
| PEG1209 | Saloon Gal.....        | \$5.50 |
| PEG1210 | Pinkerton.....         | \$5.50 |
| PEG1211 | Texas Ranger.....      | \$5.50 |
| PEG1212 | Range Gal.....         | \$5.50 |
| PEG1213 | Sawbones.....          | \$5.50 |
| PEG1214 | Gunslinger.....        | \$5.50 |
| PEG1215 | Huckster.....          | \$5.50 |
| PEG1216 | Muckraker.....         | \$5.50 |
| PEG1217 | Hangin' Judge.....     | \$5.50 |
| PEG1218 | Pyro Master.....       | \$5.50 |
| PEG1219 | Demolitionist.....     | \$5.50 |

|         |                                |         |
|---------|--------------------------------|---------|
| PEG1500 | Gunmen (5).....                | \$23.50 |
| PEG1501 | USA/CSA Troopers (5).....      | \$23.50 |
| PEG1502 | Scouts (5).....                | \$23.50 |
| PEG1503 | Gatling & Crew (5).....        | \$23.50 |
| PEG1504 | Walkin' Dead (5).....          | \$23.50 |
| PEG1505 | Automatons (5).....            | \$23.50 |
| PEG1506 | Cannon & Crew (5).....         | \$23.50 |
| PEG1507 | Devil Bats (5).....            | \$23.50 |
| PEG1508 | USA/CSA Sharpshooters (5)..... | \$23.50 |
| PEG1509 | Texas Rangers (5).....         | \$23.50 |
| PEG1510 | Tong Gang (5).....             | \$23.50 |

## Fire & Fury

### QUA FIRE & FURY

An innovative game system using miniature armies to recreate battles of the American Civil War. The game emphasizes playability without sacrificing historical accuracy. The rules offer everything you look for in a Civil War game, unit quality, leader effectiveness and casualties, morale, command control, weapons effectiveness, ammo supply, and fog of war. The basic combat unit is the brigade of infantry or cavalry. Has five scenarios. No remounting of figures is necessary.  
\$30.00

○ **Great Western Battles Scenario Book** Seven new scenarios, with maps, special rules, historical background, order of battle. Scenarios are Shiloh 1862, Corinth 1862, Stones River 1862, Champion Hill 1863, Chickamauga 1863, and Atlanta 1864.  
\$18.00

○ **Great Eastern Battles Scenario Book** At last we found this much sort after title! New scenarios, with maps, special rules, historical background, order of battle. Scenarios are First Bull Run 1861, Seven Pines 1862, Gaines' Mill 1862, Frayser's Farm 1862, Cedar Mountain 1862, Second Bull Run 1862 and Antietam.  
\$22.00

## Johnny Reb

### GDW JOHNNY REB 3rd Ed

3rd Edition. Infantry uses a scale of one figure equals 30 men. This means that an infantry regiment of 16 miniature figures, being four stands of four figures per stand - represents a 480 man regiment. Each artillery piece represents one battery, with two or three crew, representing two or three sections within the battery. This version of the rules is greatly streamlined, with the vast array of tables and charts from previous editions being replaced with a system that required only one single sheet for almost all the info needed for play. The regiment is the basic building block of the rules. A simplification of combat and charge systems the play of much larger games are possible. 96 pages, 240 counters, 4 copies of the Quick Reference Chart.  
\$30.00

## Stars 'N' Bars

### EMP STARS 'N' BARS

3rd Edition. This is The Emporer's Headquarters exciting, accurate and comprehensive rules system for simulating the American Civil War. Each player controls entire brigades, divisions and even corps-sized formations. This is possible by the use of the proven Telescoping Time Concept. The personality rating system makes the historical personalities come alive. You are challenged to play their role and are confronted with the problems that were once those of Robert E Lee, George A Custer, etc. You now lead the famous brigades, divisions, and corps and refight the epic battles of this war. Includes comprehensive rule book, counter sheet, play aid cards.  
\$18.00

## Warpaint

### EMP WARPAINT Cavalry & Indian Wars

This is a popular recent release by The Emporer's Headquarters. Warpaint is a set of rules specifically designed for 25mm figures (but can be used with 15mm) that enables you to recreate the endless battles and skirmishes that characterized the frontier that was the American Wild West. It features a quick play system that will not bog the gamer down, while still retaining much of the flavor of the period. The rules are written at a scale of 1 figure represents 5 cowboys or Indians, but an advanced option lets you play 1 to 1 scale, so that you can relive battles such as the OK Corral. Thirteen scenarios split between both scales will have you fighting Indians, surrounding Custer, defending wagon-trains, and resolving gun fights.  
\$18.00

|   |         |
|---|---------|
| 25 Piece 15mm Indian Army Pack.....     | \$15.00 |
| 25 Piece 15mm US Cavalry Army Pack..... | \$15.00 |
| 50 Piece 15mm Indian Army Pack.....     | \$27.00 |
| 50 Piece 15mm US Cavalry Army Pack..... | \$27.00 |

(Note: mounted Indians & Cavalry count as 2 pieces)

|         |  |         |
|---------|--|---------|
| HaT8004 | Union Zouaves Infantry (45 pieces, 1/72nd scale, plastic)..... | \$11.50 |
|---------|--|---------|

## Tabletop Complete Army

**American Civil War Starter Set** \$79.95  
Johnny Reb Rules, and over 100 excellent 15mm AB figures, with Union and Confederate soldiers, including infantry, cavalry & artillery. Note that cavalry count as two figures, artillery as several.

# WW1, 2 & Modern

## Blue Max

### RAFM BLUE MAX

These are the same rules that GDW released before they closed down. Far above the World War One trenches a different kind of war was being fought, a war without front lines, in which victory depended on individual skill and daring. Successful pilots became national heroes. An easy to play miniatures game, with most of the important information contained in graphic displays, so there are few rules to remember. 39 different planes are given in detail, with individual maneuverability and machine gun fire.  
\$32.00

## Challenger 2000

### TAB CHALLENGER 2000

This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover tabletop combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to its comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multiple operations, electronic & NBC warfare, engineering, helicopter operations, air support, and much more.  
\$16.00

○ **Modern Equipment Handbook Part One** This volume includes equipment specifications and points values for Challenger 2000. This volume covers tanks, tank destroyers, infantry vehicles, fire support vehicles, reconnaissance vehicles, anti-tank guided weapons, and sections on vehicles in current service with other countries.  
\$16.00

○ **Digest 4 Ultra Modern Army Lists Vol 1** Updated army lists for the Central Front including NATO, Warpac and the European Neutrals, also info on night fighting, new artillery points.  
\$16.00

## Clash of Armor

### COA CLASH OF ARMOR

Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganization. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc.  
\$35.00

### FROM GOLAN TO SINAI Arab Israeli Wars 1956-73

Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats.  
\$25.00

**PANZERKAMPFE** With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play.  
\$25.00

**ROMMEL'S BATTLES** Contains six scenarios covering Rommel's entire combat span in WWII. The actions are balanced and varied; the Germans are attacking in scenarios 1 & 3, defending in 6, counterattacking in 5, and involved in meeting engagements in 2 & 4. They cover France 1940, North Africa 1941-42, and France 1944. \$22.50  
**The Art of War Magazine # 25** Clash of Arms quarterly magazine. This issue contains Clash of Armor rules variants, tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire: a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships.  
\$4.00

## Command At Sea

### COA COMMAND AT SEA The Rising Sun

A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your lounge room floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour.  
\$70.00

### COMMAND AT SEA PLAYERS HANDBOOK

A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play.  
\$10.00

### NO SAILOR BUT A FOOL Coastal Actions in WW II

A 64 page book with 210 counters representing ships from motor boats to battleships and aircraft, shore batteries, shore installations, amphibious assault troops. "No sailor but a fool fights a fortress". Said Sir Horatio Nelson. But in WW II it so had to be fought. So this book has seven scenarios including Oslo 1940, Operation Sea Lion, etc. You must own CommandAtSea or Supermarine I.  
\$27.00

### Painters Guide to World War II Naval Camouflage

54 page book combining descriptions and diagrams of the most important schemes and techniques of the American, British, French, German, Italian, Japanese, Russian, and other navies.  
\$22.50

### SUPERMARINA I

This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines versus convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitary play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc.  
\$70.00

**Supermarina I: First Part of the Mediterranean War** A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading.  
\$17.00

**Supermarina I: Data Annexes - Ships & Aircraft** A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats.  
\$25.00

**Supermarina I: Counter Sheet** Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft).  
\$27.00

**The Art of War Magazine # 25** Clash of Arms quarterly magazine. This issue contains tactics for from Valmy to Waterloo, as well as expansion rules for Achtung-Spitfire: a Command at Sea scenario, the Graf Spee, a narrative history for 1807: The Eagles Turn East, and Advanced Rules for Landships.  
\$4.00

## CrossFire

### QUA CrossFire

By Arty Conliffe, who brought us *Spearhead*. This is an extremely innovative new set of WWII miniatures rules for Company Level WWII gaming, for 1/76th or 1/300th scale, which do not use rulers or game turns! So put away your rulers and prepare for WWII gaming as it ought to be - fast paced, challenging and fun. No fixed game turns - the player who has initiative keeps moving units until one of his actions fails, due to the opponent suppressing or killing one of his units, and then the opponent has initiative. Combat mechanics simulate interplay of fire and movement with a Command System that represents unit flexibility. Emphasis is on infantry. Includes 53 company level organisations for ten nationalities, 120 guns and vehicles, a scenario generator, point values, etc. Great!  
\$27.00

## Firefly



## TAB FIREFLY

World War Two tabletop actions for 1/300th and 1/200th scale miniatures, based on the *Challenger* rules. Rules cover pre-game reconnaissance, detailed orders, command control including radius and loss of command control, target acquisition, weapons fire based on a D20, with guns rated for length of calibre; direct and indirect area fire, aircraft operations, night fighting, a template for artillery fire, counters, and 45 army lists, covering all the weapons, armored fighting vehicles, and army lists, of all main belligerents of WW2. I can't say much for their calculations of tanks' armor thicknesses, however - sloped armor has not been taken sufficiently into account. Regardless, these are popular rules. **\$16.00**

## Harpoon 4

### COA HARPOON 4

Harpoon 4 simulates modern naval warfare. Its rules explain how ships and aircraft move, detect enemy contacts, and attack them. Weapons inflict realistic damage and proper naval tactics produce accurate and believable results. Although a miniatures game, this boxed set includes 210 beautiful counters of ships, submarines, aircraft, helicopters, missiles, etc. so that you can open the box and play immediately. Harpoon 4 is the pre-eminent naval warfare game for the modern age. It handles all aspects of maritime combat: surface, sub-surface and air. It is a system of detailed but comprehensible rules covering the many facets of modern naval actions. Consistent rating systems and evaluations of the capabilities of modern naval vessels, aircraft, submarines and helicopters make it possible to achieve realistic results with hypothetical scenarios, and can provide answers to questions like: "Are aircraft carriers powerhouses or sitting ducks?" In the cat and mouse game between a Russian and a US submarine, which has the advantage?" With 210 counters, rules book, data annex book, quickstart rules, 4 dice. **\$80.00**

**Harpoon Rules** The rules that come in the game, also available separately. **\$26.00**

**Harpoon 4 Quickstart Rules** The Quickstart Rules that come in the game, also available separately. **\$16.50**

**Harpoon 4 Data Annexes** The Data Annexes that come in the game, also available separately. **\$27.00**

**Harpoon 4 Players Handbook** The booklet contains the charts and tables used with the Harpoon 4 rules. To speed play, they have all been collected into this one booklet. **\$13.50**

**Harpoon 1997 Naval Review** Contains articles on the current state of the Royal Navy and the future of the US Navy, 40 ship forms, 15 aircraft forms, Harpoon clarifications, five detailed scenarios, and a random scenario generator. **\$30.00**

## Panzerfaust-Armored Fist

### JED PANZERFAUST-ARMORED FIST

This is a reprint of the 1987 3rd Edition. The author's have reprinted the game due to it still being the most comprehensive rules available for WW2. Useable with 1/300th, 1/76th or 15mm scales, these rules have a 1:1 ratio. Each infantry figure represents one man. As such, these rules are extremely detailed, but are easy to use so you can use them for skirmish games to battles between opposing battalions. There are 23 pages of tank and gun charts, with every gun and tank described by footnotes, and 25 pages of unit organizations and equipment, including rarity factors. There are point values given for all troop types and equipment, and the nations covered are Belgium, Britain, Finland, France, Germany, Hungary, Italy, Japan, Poland, Rumania, Soviet, US Europe and US Pacific. Rules cover observation, weather, night fighting, rivers, cavalry, varying troop types, hand thrown weapons, truck mounted guns, spaced armor, direct and indirect fire, smoke, mines, fortifications, amphibious operations, airborne operations, and a simple vehicle painting guide. **\$18.00**



## Spearhead

### QUA SPEAR HEAD

By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not in better equipment. In *Spear Head*, the German player controls a flexible system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of

a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price \$29.95**

○ **Blaze Across the Sand** 21 scenarios cover the three major periods of the Desert Campaign, the campaigns of 1941; 1942 starting with Rommel's January counter-offensive, and 1943. Each scenario challenges you with tactical problems faced by your real-life counterpart. Special rules for massive minebelts, etc. Written for *Spearhead* but can be used with any WWII rules set. **\$25.00**

○ **Where the Iron Crosses Grow** 21 Eastern Front scenarios for the Eastern Front, WW2. Begins in 1941 in the opening days of Barbarossa and continues to present players with challenges faced by their historical counter-parts throughout the 4 years of war. **\$25.00**

○ **White Star Rising** 17 scenarios cover the war in the West from the Normandy landings to the 1st organised resistance behind the Rhine. As the outnumbered Germans, can you stem the tide of Allied tanks and troops? **\$26.00**

1/300th Scale Crater Pack (20 craters, various sizes) ..... \$6.00  
Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urethane.

### World War One Hat Figures

| 1/72nd scale soft-plastic figures |                                   |         |
|-----------------------------------|-----------------------------------|---------|
| HAT7001                           | WW1 German Infantry (45 pieces)   | \$11.50 |
| HAT7002                           | WW1 British Infantry (45 pieces)  | \$11.50 |
| HAT7003                           | WW1 French Infantry (45 pieces)   | \$11.50 |
| HAT7004                           | WW1 US Infantry (45 pieces)       | \$11.50 |
| HAT7005                           | WW1 British artillery (48 pieces) | \$11.50 |
| HAT7007                           | WW2 Italian Infantry (45 pieces)  | \$11.50 |

### Tabletop Complete Armies

|   |                |
|---|----------------|
| <b>World War Two Air Combat</b>                             | <b>\$39.95</b> |
| Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice |                |
| <b>WW II Micro Starter Set: USA Vs German</b>               | <b>\$64.95</b> |
| Firefly Rules, and 45 Irregular 1/300th tanks, & 2 dice.    |                |
| <b>WWII Micro Starter Set: Russian Vs German</b>            | <b>\$64.95</b> |
| Firefly Rules, and 45 Irregular 1/300th tanks, 2 dice.      |                |
| <b>Modern Micro Starter German Vs Soviet</b>                | <b>\$64.95</b> |
| Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.       |                |
| <b>Modern Micro Starter USA Verses Soviet</b>               | <b>\$64.95</b> |
| Challenger 2000 rules, and 35 Irregular AFVs, 2 dice.       |                |

# Fantasy

## BLOOD BOWL

**GW BLOOD BOWL New Edition**  
Games Workshop have updated their popular classic game of fantasy football, *Blood Bowl*. Due in April. More details later. **\$105.00**

## CHRONOPIA

**Heart CHRONOPIA Warzone Miniatures Rules**  
Warzone goes fantasy! Heartbreaker Hobbies new fantasy miniatures rules have been released January. From beyond the grave the One King has returned to reclaim his lost kingdom. The usurpers squandered the spoils of war and the Great Triad of the Elf Dukes, the Dwarfen Overlords and the Ogre Emperors collapsed. The Four Dark Prophets, twisted by their hate for the One King, made terrible pacts with unearthly evil. On the battlefields, the carrion birds feast as mighty Repulsar Knights trade blows with Beast Clan Dwarves, and Blackblood Myrmidons devour and gore Elf Dragonbane Riders. And the dark banners of the Devout, with their Dark Realm warriors and Warped Lords, cast an ever increasing shadow across the land. Searing new magics crack across the sky as Elven Lotus-Eaters battle with the time magics of the Chronomancers and the Devout's abominations from the void. The sun is setting on a dark world; a world of uncertainty and treachery, of heroic deeds and blasphemous evil. The world of Chronopia. **\$55.00**

### Chronopia Miniatures

| Exaggerated 25mm metal figures by Heartbreaker |                                       |         |
|--|---------------------------------------|---------|
| HEA2301  | Orc Assault Warriors                  | \$18.00 |
| HEA2302  | Goblin Sword Master                   | \$18.00 |
| HEA2303  | Dwarf Vulture Swordsman               | \$18.00 |
| HEA2304  | Dwarf Dark Tusk with Morning Stars    | \$18.00 |
| HEA2305  | Dwarf Blood-Bone with Axes            | \$18.00 |
| HEA2306  | Elf Axe Men                           | \$18.00 |
| HEA2307  | Firstborn Knights with Swords         | \$18.00 |
| HEA2308  | Firstborn Knights with Maces          | \$18.00 |
| HEA2309  | One King Crossbowmen                  | \$18.00 |
| HEA2310  | Devout Followers with 2 Handed Swords | \$18.00 |
| HEA2311  | Orc Swordsman                         | \$18.00 |
| HEA2312  | Dwarf Vulture Mallet Warriors         | \$18.00 |
| HEA2313  | Dwarf Dark Tusk Swordsman             | \$18.00 |
| HEA2314  | Dwarf Blood-Bone Axemen               | \$18.00 |
| HEA2315  | Elf Spearman                          | \$18.00 |
| HEA2316  | Firstborn Archers                     | \$18.00 |
| HEA2317  | Dark Eye Warriors                     | \$18.00 |
| HEA2318  | Cursed Warriors                       | \$18.00 |
| HEA2501  | Orc Assault Warrior Leader            | \$6.50  |
| HEA2502  | Orc Assault Warrior Standard          | \$6.50  |
| HEA2503  | Elf Axeman Hero                       | \$6.50  |
| HEA2504  | Elf Axeman Leader                     | \$6.50  |
| HEA2505  | Elf Axeman Standard                   | \$6.50  |
| HEA2506  | Firstborn Crossbowman Leader          | \$6.50  |
| HEA2507  | Devout Follower Leader                | \$6.50  |
| HEA2508  | Devout Follower Standard              | \$6.50  |
| HEA2509  | Devout Warped Lord                    | \$6.50  |
| HEA2510  | Goblin Swordmaster Leader             | \$6.50  |
| HEA2511  | Elf Spearman Leader                   | \$6.50  |
| HEA2512  | Elf Spearman Standard Bearer          | \$6.50  |
| HEA2513  | Elf Great Swordmaster                 | \$6.50  |
| HEA2514  | Firstborn Archer Leader               | \$6.50  |
| HEA2515  | Firstborn Knight Hero with Mace       | \$6.50  |
| HEA2516  | Firstborn Knight Hero with Mace       | \$6.50  |

## Hordes of the Things

### WRG HORDES OF THE THINGS

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next

turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$16.00**

### Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

|   |         |
|---|---------|
| HOTT Elf Army (24 Army Points)          | \$20.00 |
| HOTT Dwarf Army (24 Army Points)        | \$20.00 |
| HOTT Orc Army (24 Army Points)          | \$20.00 |
| HOTT Dragon Army (24 Army Points)       | \$20.00 |
| HOTT Lizardman Army (24 Army Points)    | \$28.00 |
| HOTT Amazon Army (24 Army Points)       | \$20.00 |
| HOTT Dark Dwarf Army (24 Army Points)   | \$20.00 |
| HOTT Human Army (24 Army Points)        | \$20.00 |
| HOTT Halfling Army (24 Army Points)     | \$20.00 |
| FDW1 Dwarf Clubman (1)                  | \$0.55  |
| FDW2 Dwarf Axeman (1)                   | \$0.55  |
| FDW3 Dwarf Spearman (1)                 | \$0.55  |
| FDW4 Dwarf Crossbowman (1)              | \$0.55  |
| FDW5 Dwarf Archer (1)                   | \$0.55  |
| FDW6 Dwarf Berserker (1)                | \$0.55  |
| FDW7 Dwarf Mounted on Pony (1)          | \$1.10  |
| FDW8 Dwarf Chief (1)                    | \$0.55  |
| FDW9 Dwarf Standard Bearer (1)          | \$0.55  |
| FDW10 Dwarf Musician (1)                | \$0.55  |
| FEQ1 Dwarf War Machine with cre         | \$5.00  |
| FSK1 Skeleton Swordsman (1)             | \$0.55  |
| FSK2 Skeleton Spearman (1)              | \$0.55  |
| FSK3 Skeleton Archer (1)                | \$0.55  |
| FSK4 Skeleton Crossbowman (1)           | \$0.55  |
| FSK5 Armored Skeleton (1)               | \$0.55  |
| FSK6 Skeleton Cavalry (1)               | \$1.10  |
| FSK7 Skeleton Chariot                   | \$2.75  |
| FSK8 Skeleton Chief (1)                 | \$0.55  |
| FSK9 Skeleton Musician (1)              | \$0.55  |
| FSK10 Skeleton Standard Bearer (1)      | \$0.55  |
| FLM1 Lizardman Swordsman (1)            | \$0.55  |
| FLM2 Lizardman Spearman (1)             | \$0.55  |
| FLM3 Lizardman Crossbowman (1)          | \$0.55  |
| FLM4 Lizardman Bowman (1)               | \$0.55  |
| FLM5 Heavy Lizardman with Halberd (1)   | \$1.10  |
| FLM6 Lizardman Cavalry (1)              | \$0.55  |
| FLM7 Lizardman Chariot (1)              | \$6.50  |
| FLM8 Lizardman Standard Bearer (1)      | \$0.55  |
| FLM9 Lizardman Drummer (1)              | \$0.55  |
| FLM10 Lizardman Chief (1)               | \$0.55  |
| PHAF1 Halfling Spearman (1)             | \$0.55  |
| PHAF2 Halfling Bowman (1)               | \$0.55  |
| PHAF3 Halfling Standard Bearer (1)      | \$0.55  |
| PHAF4 Halfling Chief (1)                | \$0.55  |
| Ral Partha's Rank & File 15mm           |         |
| 15mm metal figures by Ral Partha        |         |
| RALRF001 IMPERIAL GENERAL & CAVALRY(7)  | \$13.50 |
| RALRF003 IMPERIAL MERCENARY CAVALRY(6)  | \$11.95 |
| RALRF004 IMPERIAL MERC SPEARMEN (12)    | \$10.95 |
| RALRF005 IMPERIAL ELITE GUARD (12)      | \$10.95 |
| RALRF006 IMPERIAL FOOT KNIGHTS (12)     | \$11.95 |
| RALRF007 IMPERIAL PIKEMEN (12)          | \$10.95 |
| RALRF008 IMPERIAL RANGERS (13)          | \$11.95 |
| RALRF009 IMPERIAL IRON TORTOISE TANK    | \$16.95 |
| RALRF100 ORC GENERAL & ELITE GUARD (13) | \$11.95 |
| RALRF101 ORC SWORDSMEN WITH SHIELDS(12) | \$10.95 |
| RALRF102 ORC LIGHT PIKEMEN (12)         | \$10.95 |
| RALRF103 ORCS WITH AXES & SHIELDS (12)  | \$10.95 |
| RALRF104 ORC LIGHT AXEMEN (12)          | \$10.95 |
| RALRF105 ORCS WITH POLEAXES (12)        | \$10.95 |
| RALRF106 ORCS LIGHTS WITH POLEAXES(12)  | \$10.95 |
| RALRF107 ORC HEAVY ARCHERS (12)         | \$10.95 |
| RALRF108 ORC LIGHT ARCHERS (12)         | \$10.95 |
| RALRF130 SKELETON GENERAL & GUARD (13)  | \$11.95 |
| RALRF131 SKELETON SWORDSMEN (12)        | \$10.95 |
| RALRF132 SKELETON POLEARMS (12)         | \$10.95 |
| RALRF133 SKELETON HEAVY SPEARMEN (12)   | \$10.95 |
| RALRF134 SKELETON LIGHT SPEARMEN (12)   | \$10.95 |
| RALRF135 SKELETON ARCHERS (12)          | \$10.95 |
| RALRF190 DRAGONMEN FOOT TROOPS (6)      | \$13.50 |
| RALRF900 PLAYER CHARACTERS #1           | \$4.95  |
| RALRF901 PLAYER CHARACTERS #2           | \$4.95  |

## Inferno

**GLO6000 INFERNO BATTLES OF ABYSS** 10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tortured landscape battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18"x23" each, rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice. **\$49.95**  
**TOME OF THE ABYSS** 64 page booklet that is also contained in the game. Speaks about the fall from heaven, the twelve Archfiends, Lieutenants, and places within the Abyss. **\$11.50**  
**TOWERS OF BELL** A boxed set containing eight garish and nightmarish 3D cardboard full color towers from 9 inches in height and up, and six catwalks with which to connect them. These towers are also perfect for your games of Necromunda. **\$40.00**

### Inferno Miniatures

Hordes are 6mm, Archfiends 60mm, Lieutenants 40mm

|                                      |         |
|--------------------------------------|---------|
| GLO6101 MALABOR ARCHFIEND            | \$18.95 |
| GLO6102 GORIXUS ARCHFIEND            | \$18.95 |
| GLO6103 ARIQCH ARCHFIEND             | \$18.95 |
| GLO6111 AZKIEL ARCHFIEND             | \$21.50 |
| GLO6121 NISROK ARCHFIEND             | \$18.95 |
| GLO6122 TELITHUS ARCHFIEND           | \$18.95 |
| GLO6123 IDROPOS ARCHFIEND            | \$18.95 |
| GLO6133 VUAL ARCHFIEND               | \$18.95 |
| GLO6301 NUCKELAVEE LIEUTENANT        | \$11.50 |
| GLO6321 BUELA LIEUTENANT (2)         | \$9.95  |
| GLO6311 STYX MARINES                 | \$10.00 |
| GLO6391 HORGRIM                      | \$10.00 |
| GLO6501 SKULL HORDE 6mm figures      | \$7.50  |
| GLO6601 SERVANTS OF THE QUEEN OF WOE | \$8.50  |
| GLO6611 SERVANTS OF LORD CHITON      | \$8.50  |



# MITHRIL

All figures are 25mm scale and come undercoated.

|       |                           |        |
|-------|---------------------------|--------|
| MM179 | HALF ORCS                 | \$7.50 |
| MM183 | WHITE HAND ORC WITH MERRY | \$4.50 |

## Gondor

|       |                            |         |
|-------|----------------------------|---------|
| MM195 | DENETHOR, GONDOR STEWARD   | \$11.95 |
| MM196 | PIPPIN & BERGIL IN GONDOR  | \$7.50  |
| MM199 | GONDORIAN ROYAL GUARDS (2) | \$8.95  |
| MM202 | IORETH THE HEALER          | \$4.50  |
| MM203 | GONDORIAN TOWNSFOLK (2)    | \$8.95  |

## Elves of Lorien

|       |                       |        |
|-------|-----------------------|--------|
| MM210 | LORIEN GUARDIAN/GUIDE | \$4.50 |
| MM213 | LORIEN SPEARMAN       | \$4.50 |

## Tale of Turin

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| MM216 | MORWEN AND NIENOR | \$7.50 |
| MM219 | MIM AND IBUN      | \$5.95 |
| MM223 | WOLF SENTINEL     | \$5.95 |

## Boxed Sets

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| MM300 | BALROG OF MORIA        | \$59.50 |
| MM345 | THE VENGEANCE OF SMAUG | \$59.50 |

## Turin the Black Sword

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| MM242 | HITHLUM EASTERLING WARRIOR | \$4.50 |
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## The Ancient Folk

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| MM252 | PUKEL MEN (2)     | \$6.50 |
| MM253 | SWAMP-STAR        | \$4.50 |
| MM254 | MEWLIP            | \$8.50 |
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## The Last Alliance

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| MM270 | ELRON HERALD OF GIL-GALAD     | \$11.00 |
| MM271 | ELENDIL THE TALL              | \$5.50  |
| MM272 | ISILDUR THE RING BEARER       | \$4.50  |
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| MM277 | NUMENOREAN DUNNISH TRACKER    | \$4.50  |
| MM278 | NUMENOREAN INFANTRY (ISILDUR) | \$4.50  |

## The Misty Mountains

|       |             |         |
|-------|-------------|---------|
| MM307 | STONE GIANT | \$17.00 |
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## The Orcs of the Red Eye

|       |                            |        |
|-------|----------------------------|--------|
| MM310 | MORDOR ORC STANDARD BEARER | \$6.00 |
| MM312 | MORISS ORC DRUMMER         | \$5.50 |
| MM313 | ARMORED ORCS               | \$8.50 |
| MM314 | ORC RIDER ON CHARGING WARG | \$8.50 |

## Frodo & Sam in Mordor

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|-------|------------------------------|---------|
| MM316 | SHAGRAT & GORBAG             | \$11.00 |
| MM317 | FRODO & SAM DRESSING AS ORCS | \$5.50  |
| MM318 | LUGBURZ - ORC TRACKER        | \$4.00  |
| MM319 | THE RINGWRAITH               | \$6.50  |
| MM320 | MORGUL ORC FIGHTING          | \$4.00  |
| MM321 | FRODO IN THE TOWER           | \$8.00  |
| MM323 | LUGBURZ GREAT UTRUK          | \$6.50  |
| MM324 | LUGBURZ CAPTAIN WITH WHIP    | \$4.00  |
| MM325 | SNAGAS (SMALL ORCS - 2)      | \$6.50  |

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| MM348 | FARMER MAGGOT & HIS DOGS      | \$6.50  |
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| MM350 | GANDALF & THE HOBBIT CHILDREN | \$7.75  |
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| MM353 | MARCHO & BLANCO               | \$5.25  |
| MM354 | KING AGELEB & GUARD           | \$10.00 |
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## The Lord of the Rings Vignettes

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| MM375 | IN THE HOUSE OF TOM BOMBADIL | \$22.50 |
| MM376 | THE BARROW-TOMB              | \$24.95 |

## The Rangers of Ithilien

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|-------|-----------------------------|--------|
| MM378 | MABLUNG FIRING BOW          | \$4.95 |
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| MM380 | DAMROD RUNNING              | \$4.95 |
| MM382 | SOUTHRON SWORDSMAN          | \$4.95 |
| MM383 | ANBORN AND GOLLUM           | \$5.95 |
| MM384 | HARADAN AND RANGER FIGHTING | \$5.95 |
| MM385 | MORGUL ORC WITH SCIMITAR    | \$4.95 |

## Fellowship of the Ring

(These figures are re-released & repackaged)

|        |                |        |
|--------|----------------|--------|
| MMMC13 | BOROMIR        | \$4.50 |
| MMMC15 | MERRY & PIPPIN | \$5.25 |

# RAFM

## FANTASY

### Boxed Sets

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| RAF2013 | FIREY SERPENT OF TERROR            | \$39.95 |
| RAF2014 | NECRO DRAKE                        | \$49.95 |
| RAF2015 | EARTH & AIR DRAGON ELEMENTALS (2)  | \$29.95 |
| RAF2016 | FIRE & WATER DRAGON ELEMENTALS (2) | \$29.95 |

### Characters

|         |                |        |
|---------|----------------|--------|
| RAF3694 | BARDS (3)      | \$9.50 |
| RAF3695 | WITCHES (3)    | \$9.50 |
| RAF3696 | THE ROGUES (3) | \$9.50 |
| RAF3697 | PRIESTS (3)    | \$9.50 |
| RAF3698 | FIGHTERS (3)   | \$9.50 |
| RAF3699 | RANGERS (3)    | \$9.50 |

## CALL OF CTHULHU

|         |                 |        |
|---------|-----------------|--------|
| RAF2901 | DOCTOR MALE (3) | \$8.95 |
|---------|-----------------|--------|

|         |                                 |         |
|---------|---------------------------------|---------|
| RAF2902 | PROFESSOR ALE (3)               | \$8.95  |
| RAF2903 | DIPTANTANTE (3)                 | \$8.95  |
| RAF2904 | STUDENT INVESTIGATOR (3)        | \$8.95  |
| RAF2905 | PARAPSYCHOLOGIST FEMALE (3)     | \$8.95  |
| RAF2906 | JOURNALIST (3)                  | \$8.95  |
| RAF2907 | PRIEST (3) CTHULHU              | \$9.50  |
| RAF2908 | HOLY SISTERS (3) CTHULHU        | \$8.50  |
| RAF2909 | THUGS (3) CTHULHU               | \$8.50  |
| RAF2910 | CTHULHU P.L.s                   | \$9.50  |
| RAF2911 | THE COLFNRA                     | \$9.50  |
| RAF2912 | GANGSTERS - CTHULHU             | \$9.50  |
| RAF2913 | SCOTLAND YARD TRIO - CTHULHU    | \$9.50  |
| RAF2915 | CRAZED CLERGY - CTHULHU         | \$9.50  |
| RAF2916 | SERVANTS & STAFF - CTHULHU      | \$9.50  |
| RAF2917 | TOWNSFOLK - CTHULHU             | \$9.50  |
| RAF2921 | DIMENSIONAL SHAMBLERS           | \$7.95  |
| RAF2924 | YITH MONSTEROUS ALIEN BEING     | \$13.95 |
| RAF2925 | SERVITOR PARASTIC ENTITIES      | \$7.95  |
| RAF2926 | CTHONIAN CARINIVORUS GIANT WORM | \$13.95 |
| RAF2931 | GHOUls IN VARIED TRANSFORMATIO  | \$7.95  |
| RAF2935 | ELDER THING                     | \$9.95  |
| RAF2944 | SAND DWELLERS - CTHULHU         | \$8.95  |
| RAF2945 | VIG - CTHULHU                   | \$8.95  |
| RAF2948 | BYATIS GREY OLD ONE             | \$16.95 |
| RAF2950 | TCHO TCHO PEOPLE                | \$10.95 |
| RAF2951 | WAMP                            | \$11.50 |
| RAF2952 | THE KING IN YELLOW              | \$10.95 |
| RAF2970 | CTHULHU MU EXPEDITION TO EGYPT  | \$15.95 |
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## Angels etc

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| RAF3308 | HIPPOGRIF                           | \$8.95  |
| RAF3309 | UNICORN AND MAID                    | \$8.95  |
| RAF3310 | DUELING UNICORNS                    | \$11.50 |
| RAF3311 | UNICORN AND YEARNING                | \$8.95  |
| RAF3312 | OUR LADY OF DARKNESS - FALLEN ANGEL | \$8.95  |
| RAF3313 | SION - CABALISTIC ANGEL             | \$8.95  |
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# RAL PARTHA

## AD&D FANTASY

### AD&D Characters

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| RAL11005 | THIEVES W/SWORD & SWORD (2)    | \$6.50  |
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| RAL11009 | ADVENTURING MAGES WITH STAFF   | \$6.50  |
| RAL11010 | PALADINS W/SWORD & DAGGER      | \$6.50  |
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| RAL11012 | HALFLING FIGHTER THIEVES       | \$6.50  |
| RAL11013 | BARDS W/HARP & SWORD           | \$6.50  |
| RAL11014 | KENDER ROGUES W/HOOPAKS        | \$6.50  |
| RAL11015 | SAVAGE WARRIORS W/SPR & SHLD   | \$6.50  |
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| RAL11018 | WILDERNESS WARRIORS (2)        | \$6.50  |
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| RAL11045 | LORD SOTH, MTD & FOOT          | \$16.00 |
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| RAL11481 | AD&D OGRE W/CLUB               | \$7.50  |
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| RAL11503 | MOUNTAIN GIANT (1)             | \$12.50 |
| RAL11504 | REMORHAZ (1)                   | \$23.95 |
| RAL11505 | ILLITHID (1)                   | \$16.50 |
| RAL11506 | HOOK HORROR (1)                | \$6.95  |
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| RAL11511 | MOLDMEN (7)                    | \$11.50 |
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| RAL11101 | WEREBATS (3) RAVENLOFT         | \$8.95  |
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| RAL11108 | GREAT WHITE STAG (1)           | \$6.50  |
| RAL11109 | GYPSIES (1)                    | \$8.95  |
| RAL11110 | GYPSY DANCERS (1)              | \$8.95  |
| RAL11111 | RAVENLOFT LORDS (3)            | \$8.95  |
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| RAL11115 | ZOMBIE LORD & LACKEYS          | \$8.95  |
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## AD&D Planescape

Blisters with ( ) 25mm figures

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| RAL11601 | FACTOL OF MERCYKILLERS (1) | \$3.50  |
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Blisters with ( ) 25mm figures

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| RAL11702 | CLIFF GLIDER DARK SUN          | \$15.50 |
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| RAL11704 | DARK SUN FEMALE GLADIATORS (3) | \$8.95  |
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| RAL11711 | BANSHEGH & JUSTINA             | \$6.95  |
| RAL11712 | QUIRAD AL-DINN (1)             | \$3.50  |
| RAL11713 | THE SWORD MAZE (1)             | \$3.50  |
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| RAL10502  | HEROES OF THE LANCE (10)        | \$29.95 |
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| RAL10504  | VILLAINS OF KYRNN (9)           | \$34.95 |
| RAL10505  | D&D BASIC HEROES (10)           | \$29.95 |
| RAL10511  | RAVENLOFT DENIZENS (10)         | \$34.95 |
| RAL10512P | D&D MONSTERS (20 PLASTIC)       | \$64.95 |
| RAL10514  | DRAGON MOUNTAIN BOXED SET       | \$44.95 |
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## BattleSystem Brigades

Boxed Sets with 25mm figures

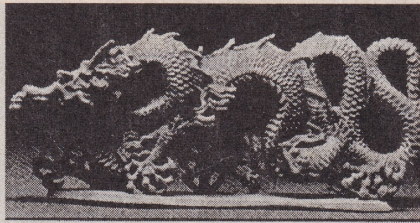
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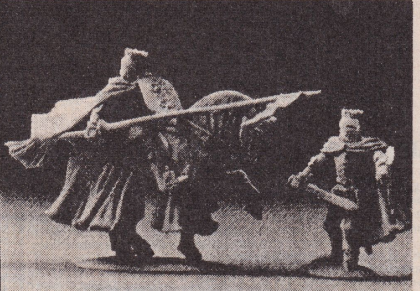


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## FANTASY PERSONALITIES

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| RAL02531 | RANGERS (MALE & FEMALE)          | \$7.50  |
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10-463 T'char

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| CIT740079 | BERTRAND THE BERGAND HUGO. LE GROS (3)      | \$20.00 |
| CIT740086 | MEN AT ARMS SPEARMEN (4)                    | \$14.50 |
| CIT740093 | MEN AT ARMS SPEARMEN COMMAND (3)            | \$14.50 |
| CIT740109 | KNIGHT OF THE REALM. STANDARD (1)           | \$9.00  |
| CIT740116 | KNIGHT OF THE REALM. CHAMPION (1)           | \$9.00  |
| CIT740123 | KNIGHT OF THE REALM. TRUMPETER (1)          | \$9.00  |
| CIT740130 | BRETONNIAN BOWMEN (4)                       | \$14.50 |
| CIT994038 | BRETONNIAN BOWMEN COMMAND (2)               | \$12.50 |
| CIT740154 | MEN AT ARMS. HALBERDIERS (4)                | \$14.50 |
| CIT740161 | MEN AT ARMS. HALBERDIERS COMMAND (3)        | \$14.50 |
| CIT797945 | QUESTING KNIGHT TRUMPETER                   | \$12.50 |
| CIT797952 | QUESTING KNIGHT STANDARD BEARER             | \$12.50 |
| CIT797969 | QUESTING KNIGHT CHAMPION                    | \$12.50 |
| CIT797976 | REALM KNIGHT HERO W/ MORNING STAR           | \$12.50 |
| CIT797983 | MTD GRAIL KNIGHT HERO W/2 HANDED SWORD      | \$13.50 |
| CIT797990 | QUESTING KNIGHT HERO WITH LANCE             | \$12.50 |
| CIT981243 | QUEST KNIGHT HERO ON FOOT (1)               | \$11.00 |
| CIT981240 | KNIGHT OF THE REALM ON FOOT (1)             | \$11.00 |
| CIT981267 | TRISTAN THE TROUBADOR & JULES THE JOKER (2) | \$22.50 |
| CIT981274 | BARON ODO D'OUTREMER ON HORSE (1)           | \$18.00 |
| CIT981281 | SULIMAN LE SARACEN ON HORSE (1)             | \$18.00 |
| CIT986338 | QUESTING KNIGHTS BOXED SET (4)              | \$35.00 |
| CIT988075 | BRETONNIAN PEGASUS RIDER (1)                | \$36.00 |
| CIT988952 | BRETONNIAN MOUNTED SQUIRE HORNBLOWER        | \$11.00 |
| CIT988969 | BRETONNIAN MTD SQUIRE STANDARD BEARER       | \$11.00 |
| CIT988976 | BRETONNIAN MTD SQUIRE CHAMPION              | \$11.00 |
| CIT988983 | BRETONNIAN MOUNTED SQUIRE (1)               | \$11.00 |
| CIT988990 | BRETONNIAN GRAIL KNIGHT ON FOOT (1)         | \$11.00 |
| CIT991624 | MOUNTED BRETONNIAN SORCERESS (1)            | \$13.50 |
| CIT991631 | BRETONNIAN SORCERESS ON FOOT (1)            | \$11.00 |
| CIT991648 | REPANSE DE LYONESE (1)                      | \$22.50 |
| CIT993987 | BRETONNIAN GRAIL KNIGHT ON HORSE (1)        | \$13.50 |
| CIT994137 | KNIGHTS OF THE REALM (1)                    | \$13.00 |
| CIT994106 | BRETONNIAN MEN AT ARMS                      | \$13.50 |

## SKAVEN BOXED SETS

|           |                           |         |
|-----------|---------------------------|---------|
| CIT0516   | SKAVEN VERMIN LORD (1)    | \$36.00 |
| CIT0517   | SKAVEN DOOMWHEEL (1)      | \$43.50 |
| CIT999286 | SKAVEN SCREAMING BELL (1) | \$49.50 |
| CIT0746   | SKAVEN WARRIORS (8)       | \$16.00 |

## SKAVEN BLISTERS

|           |                               |         |
|-----------|-------------------------------|---------|
| CIT744015 | SKAVEN WARRIORS (4)           | \$13.50 |
| CIT744039 | BEASTMASTER (1)               | \$13.50 |
| CIT744503 | SKAVEN CLANRATS (4)           | \$14.50 |
| CIT744510 | SKAVEN COMMAND GROUP (2)      | \$12.50 |
| CIT744527 | SKAVEN SLAVES (4)             | \$14.50 |
| CIT744534 | STORMVERMIN (4)               | \$14.50 |
| CIT995660 | SKAVEN PLAGUE MONKS (3)       | \$13.00 |
| CIT744558 | SKAVEN GUTTER RUNNERS (4)     | \$14.50 |
| CIT995646 | SKAVEN GLOBADIERS (1)         | \$11.00 |
| CIT995639 | SKAVEN CENSOR BEARER (1)      | \$11.00 |
| CIT744602 | SKAVEN RAT OGRE (1)           | \$18.00 |
| CIT744619 | CLAN MOULDER PACK MASTERS (1) | \$14.50 |
| CIT744621 | BONERIPPER (1)                | \$19.00 |
| CIT744626 | DEATH MASTER SNIKCH (1)       | \$14.50 |
| CIT995554 | SKROLK (1)                    | \$16.00 |
| CIT995547 | GREY SEER THANQUOL (1)        | \$16.00 |
| CIT744657 | WARLORD QUEEK (1)             | \$14.50 |
| CIT744664 | IKIT CLAW (1)                 | \$14.50 |
| CIT995608 | SKAVEN RAT SWARMS             | \$11.00 |
| CIT744695 | SKAVEN JIZZAIL (1)            | \$16.00 |
| CIT744701 | SKAVEN WARP FIRE THROWER (1)  | \$14.50 |
| CIT744718 | SKAVEN ASSASSINS (1)          | \$12.00 |
| CIT744729 | SKAVEN WARLOCKS (1)           | \$9.50  |

## UNDEAD BOXED SETS

|           |                              |         |
|-----------|------------------------------|---------|
| CIT0736   | SKELETON WARRIORS (8)        | \$16.00 |
| CIT0780   | SKELETON HORSEMEN (3)        | \$16.00 |
| CIT0781   | UNDEAD CHARIOT (1)           | \$16.00 |
| CIT0518   | NECROMANCER ON MANTICORE (1) | \$43.50 |
| CIT0519   | LICHE KINGS CHARIOT (1)      | \$43.50 |
| CIT0523   | NAGASH (1)                   | \$30.00 |
| CIT0524   | ZOMBIE DRAGON (1)            | \$49.50 |
| CIT989997 | MOUNTED WIGHTS (4)           | \$43.50 |

## UNDEAD BLISTERS

|           |                              |         |
|-----------|------------------------------|---------|
| CIT136309 | UNDEAD TRANSFERS             | \$12.00 |
| CIT137572 | UNDEAD DETAILED SHIELDS      | \$5.00  |
| CIT137572 | UNDEAD SHIELDS               | \$5.00  |
| CIT745043 | SKELETON ARCHERS (4)         | \$13.50 |
| CIT745050 | SKELETON WARRIORS (4)        | \$13.50 |
| CIT745104 | UNDEAD MUMMIES (4)           | \$13.50 |
| CIT745142 | ZOMBIE COMMAND GROUP (3)     | \$14.50 |
| CIT745159 | ZOMBIES (4)                  | \$14.50 |
| CIT745173 | WIGHTS (2)                   | \$14.50 |
| CIT745180 | UNDEAD WRAITHS (2)           | \$14.50 |
| CIT745197 | SKELETON CAVALRY (1)         | \$9.50  |
| CIT745203 | VAMPIRE LORD                 | \$13.50 |
| CIT745210 | UNDEAD NECROMANCER (1)       | \$9.50  |
| CIT745222 | HEINRICH KEMMLER (1)         | \$14.50 |
| CIT745227 | GHOULS (4)                   | \$14.50 |
| CIT745234 | UNDEAD BATTLE BANNERS        | \$11.00 |
| CIT745241 | MOUNTED NECROMANCER (1)      | \$11.50 |
| CIT745359 | VLAD & ISABELL VON CARST (2) | \$14.50 |
| CIT993772 | UNDEAD LORD KRELL (1)        | \$16.00 |
| CIT745678 | SKULL CHUCKER (1)            | \$18.00 |
| CIT884209 | CARRION (1)                  | \$19.00 |
| CIT986667 | ARMORED WIGHT CHAMPION       | \$13.50 |
| CIT986735 | ARMORED SKELETONS            | \$13.50 |
| CIT986858 | ARMORED SKELETON COMMAND     | \$13.50 |
| CIT987221 | UNDEAD XL T-SHIRT            | \$36.00 |
| CIT989904 | BAT SWARM                    | \$11.00 |
| CIT989911 | WRAITH CHAMPION (1)          | \$11.00 |
| CIT993796 | GHOST (1)                    | \$11.00 |
| CIT993901 | SKELETON COMMAND GROUP (2)   | \$12.50 |
| CIT988082 | MOUNTED WIGHT (1)            | \$12.50 |
| CIT988099 | MOUNTED WIGHT HORNBLOWER (1) | \$12.50 |
| CIT988105 | MOUNTED WIGHT STANDARD (1)   | \$12.50 |
| CIT988112 | MOUNTED WIGHT CHAMPION (1)   | \$12.50 |

## CHAOS BOXED SETS

|           |                              |         |
|-----------|------------------------------|---------|
| CIT0525   | CHAOS KNIGHTS (3)            | \$30.00 |
| CIT0529   | ARBAAL THE UNDEFEATED (1)    | \$40.00 |
| CIT0533   | EGRIMM VON HORSTMANN (1)     | \$67.50 |
| CIT0782   | CHAOS BEASTMEN WARRIORS (8)  | \$14.00 |
| CIT0787   | CHAOS WARRIORS (6)           | \$16.00 |
| CIT0543   | GREATER DEMON OF NURGLE (1)  | \$57.00 |
| CIT979578 | CHAOS WARRIOR REGIMENT (NEW) | \$31.50 |

## CHAOS BLISTERS

|           |                     |         |
|-----------|---------------------|---------|
| CIT979417 | DAEMON PRINCE       | \$36.00 |
| CIT979509 | CHAOS BEASTMEN LORD | \$18.00 |

|           |                             |         |
|-----------|-----------------------------|---------|
| CIT995455 | CHAOS BEASTMEN (3)          | \$13.50 |
| CIT100251 | CHAOS BEASTMEN COMMAND (2)  | \$12.50 |
| CIT730025 | BEASTMAN SHAMAN (1)         | \$9.50  |
| CIT730032 | CHAOS DRAGON OGRES (1)      | \$29.00 |
| CIT730049 | CHAOS KNIGHT HEROES (1)     | \$12.50 |
| CIT730056 | CHAOS WARRIOR COMMAND (1)   | \$9.50  |
| CIT995387 | FLESH HOUNDS OF KHORNE (1)  | \$11.00 |
| CIT995370 | CHAOS BLOODLETTERS (1)      | \$11.00 |
| CIT730087 | DAEMONETTES OF SLAANESH (1) | \$9.00  |
| CIT730094 | CHAOS SORCERERS & FAMILIARS | \$900   |
| CIT995349 | FLAMERS OF TZEENTCH (1)     | \$11.00 |
| CIT995332 | SCYLLA CHAOS SPAWN (1)      | \$16.00 |
| CIT730129 | PINK & BLUE HORRORS (3)     | \$14.50 |
| CIT730131 | DAEMONETTES ON MOUNTS (1)   | \$18.00 |
| CIT201016 | PLAGUEBEARERS (2)           | \$13.00 |
| CIT730155 | FLYING DISC OF TZEENTCH (1) | \$11.50 |
| CIT730162 | AEKBOLD HELBRASS (1)        | \$14.50 |
| CIT730179 | FIENDS OF SLAANESH (1)      | \$14.50 |
| CIT730186 | BEAST OF NURGLE (1)         | \$14.50 |
| CIT730193 | MOUNTED CHAOS KNIGHT (1)    | \$11.50 |
| CIT996049 | CHAOS HARPY (1)             | \$12.50 |
| CIT731309 | CHAMPIONS OF KHORNE (2)     | \$12.50 |
| CIT731429 | CHAMPIONS OF SLAANESH (2)   | \$12.50 |
| CIT995295 | CHAMPIONS OF TZEENTCH (2)   | \$13.50 |
| CIT731671 | CHAMPIONS OF NURGLE (2)     | \$12.50 |
| CIT732012 | CHAOS WARRIORS (2)          | \$14.50 |
| CIT732031 | NEW CHAOS NURGLINGS (9)     | \$9.00  |
| CIT137596 | CHAOS DETAILED SHIELDS      | \$5.00  |
| CIT006199 | CHAOS TRANSFERS             | \$11.50 |
| CIT979516 | CHAOS SORCERER              | \$13.50 |
| CIT979493 | UNGOR BEASTMAN WITH SPEARS  | \$13.50 |
| CIT979486 | UNGOR BEASTMAN COMMAND      | \$12.50 |
| CIT986033 | CHAOS LORD ON CHAOS STEED   | \$21.50 |
| CIT201001 | CHAOS BANNERS               | \$13.50 |

## HIGH ELF BOXED SETS

|           |                               |         |
|-----------|-------------------------------|---------|
| CIT999569 | HIGH ELF DRAGON LORD (1)      | \$63.00 |
| CIT986958 | HIGH ELF EVERQUEEN            | \$43.50 |
| CIT0750   | HIGH ELF WARRIORS (8)         | \$18.00 |
| CIT0816   | HIGH ELF REAVER KNIGHTS       | \$43.50 |
| CIT0822   | HIGH ELF WAR GRIFFON (1)      | \$30.00 |
| CIT0825   | HIGH ELF BATTLE CHARIOT (1)   | \$43.50 |
| CIT0835   | HIGH ELF PEGASUS (1)          | \$43.50 |
| CIT0841   | DRAGON PRINCES OF CALEDOR (3) | \$30.00 |
| CIT993345 | NEW HIGH ELF SILVER HELMS (4) | \$40.50 |
| CIT990054 | HIGH ELF TIRANOC CHARIOT      | \$36.00 |

## HIGH ELF BLISTERS

|           |   |         |
|-----------|---|---------|
| CIT060683 | HIGH ELF BANNERS                            | \$11.00 |
| CIT756001 | HIGH ELF SPEARMEN (4)                       | \$14.50 |
| CIT756254 | HIGH ELF BOWMEN (4)                         | \$14.50 |
| CIT996353 | HIGH ELF REPEATING BOLT THROWER (1)         | \$22.50 |
| CIT756520 | TECLIS (1)                                  | \$14.50 |
| CIT756643 | TYRION (1)                                  | \$18.00 |
| CIT756704 | HIGH ELF PHOENIX GUARD (3)                  | \$13.50 |
| CIT756759 | DRAGON PRINCE HEROES (1)                    | \$11.50 |
| CIT756766 | HIGH ELF DRAGON PRINCE (1)                  | \$11.50 |
| CIT756773 | HIGH ELF REAVER KNIGHT (1)                  | \$9.00  |
| CIT756803 | NEW HIGH MOUNTED HERO (1)                   | \$11.50 |
| CIT756797 | NEW HIGH ELF GENERAL - ELDROTH (1)          | \$11.50 |
| CIT996568 | GENERAL ON ELVEN STEED                      | \$16.00 |
| CIT887093 | DRAGON KNIGHT PRINCE HEROES (1)             | \$9.50  |
| CIT887507 | WHITE LIONS OF CHIRACE (3)                  | \$13.50 |
| CIT887804 | SWORDMASTERS OF HOETH (3)                   | \$14.50 |
| CIT887809 | SHADOW WARRIORS (4)                         | \$9.00  |
| CIT990092 | REAVEN KNIGHT HEROES (1)                    | \$9.00  |
| CIT990184 | WHITE LIONS OF CHIRACE CHAMPION (1)         | \$11.00 |
| CIT991518 | NEW HIGH ELF MAGE (1)                       | \$11.00 |
| CIT991525 | HIGH ELF ARCHER CHAMPION (1)                | \$11.00 |
| CIT991532 | HIGH ELF COMMAND (2)                        | \$12.50 |
| CIT991549 | ELLYRIAN REAVER WITH SPEAR (1)              | \$11.00 |
| CIT991556 | ELLYRIAN REAVER WITH BOW (1)                | \$11.00 |
| CIT991563 | ELLYRIAN RANGER HORN BLOWER (1)             | \$11.00 |
| CIT991570 | ELLYRIAN REAVER CHAMPION (1)                | \$11.00 |
| CIT991587 | ELLYRIAN REAVER STANDARD (1)                | \$11.00 |
| CIT991860 | NEW High Elf Silverhelm Standard Bearer (1) | \$11.00 |
| CIT991877 | NEW High Elf Silverhelm Hornblower (1)      | \$11.00 |
| CIT991884 | NEW High Elf Silverhelm Champion (1)        | \$11.00 |
| CIT986958 | HIGH ELF MAIDEN QUEEN                       | \$43.50 |
| CIT986968 | HIGH ELF MAIDEN GUARD CHAMPION              | \$11.00 |
| CIT986889 | HIGH ELF MAIDEN GUARD (3)                   | \$13.50 |

## DARK ELF BOXED SETS

|           |                            |         |
|-----------|----------------------------|---------|
| CIT0531   | DARK ELF DRAGONRIDER (1)   | \$57.00 |
| CIT0532   | DARK ELF SORCERESS (1)     | \$43.00 |
| CIT0795   | WARHAMMER DARK ELVES (8)   | \$14.00 |
| CIT993192 | DARK ELF CAULDRON OF BLOOD | \$57.00 |

## DARK ELF BLISTERS

|           |                                   |         |
|-----------|-----------------------------------|---------|
| CIT759002 | DARK ELF SPEARMEN (4)             | \$14.50 |
| CIT996209 | DARK ELF CROSSBOWMEN (3)          | \$13.50 |
| CIT996193 | BLACK GUARD OF NAGGAROTH (2)      | \$12.50 |
| CIT996186 | DARK ELF COMMAND (2)              | \$12.50 |
| CIT996162 | DARK ELF WITCH ELVES (3)          | \$13.50 |
| CIT759057 | DARK ELF TRANSFERS                | \$11.50 |
| CIT996148 | DARK ELF CORSAIRS (3)             | \$13.50 |
| CIT996131 | DARK ELF COLD ONE (1)             | \$13.50 |
| CIT759088 | DARK ELF BANNERS                  | \$11.00 |
| CIT759095 | DARK ELF STANDARDS                | \$11.00 |
| CIT759101 | COLD ONE KNIGHT STANDARD (1)      | \$14.50 |
| CIT759118 | COLD ONE KNIGHT CHAMPION (1)      | \$14.50 |
| CIT996087 | DARK ELF REPEATING BOLT THROW (1) | \$22.50 |
| CIT759132 | DARK ELF GENERAL ON COLD ONE (1)  | \$18.00 |
| CIT759149 | DARK ELF SORCERER (1)             | \$9.00  |
| CIT759156 | DARK ELF ASSASSINS (1)            | \$9.00  |

## EMPIRE BOXED SETS

|         |                               |         |
|---------|-------------------------------|---------|
| CIT0749 | EMPIRE HALBERDIERS (8)        | \$16.00 |
| CIT0811 | EMPIRE WAR WAGON (1)          | \$60.00 |
| CIT0812 | EMPIRE STEAM TANK (1)         | \$43.00 |
| CIT0814 | KNIGHTS OF THE WHITE WOLF (4) | \$30.00 |
| CIT0817 | IMPERIAL WAR ALTAR (1)        | \$43.00 |
| CIT0820 | HEROES OF THE EMPIRE (4)      | \$43.00 |
| CIT0821 | ELECTOR COUNTS (4)            | \$43.00 |
| CIT0826 | IMPERIAL PEGASUS RIDER (1)    | \$43.00 |
| CIT0835 | EMPEROR ON DEATHCLAW (1)      | \$43.00 |

## EMPIRE BLISTERS

|           |                                    |         |
|-----------|------------------------------------|---------|
| CIT994571 | MOUNTED BATTLE WIZARD (1)          | \$13.50 |
| CIT994564 | KNIGHT OF THE BLAZING SUN (1)      | \$12.50 |
| CIT737154 | GRANDMASTER OF THE BLAZING SUN (1) | \$9.00  |
| CIT737253 | IMPERIAL STANDARDS                 | \$9.00  |
| CIT737376 | IMPERIAL OUTRIDERS (1)             | \$9.00  |
| CIT737406 | KISLEV HORSE ARCHERS (1)           | \$9.00  |
| CIT737413 | KISLEV HORSE ARCHERS COMMAND (1)   | \$9.00  |
| CIT737536 | KISLEV LANCERS (1)                 | \$9.00  |

|           |                                   |         |
|-----------|-----------------------------------|---------|
| CIT737543 | KISLEV LANCERS COMMAND (1)        | \$10.00 |
| CIT737637 | WHITE WOLF STANDARD BEARER (1)    | \$10.00 |
| CIT737659 | KNIGHTS OF THE WHITE WOLF (1)     | \$9.00  |
| CIT737666 | GRANDMASTER WHITE WOLVES (1)      | \$9.00  |
| CIT737673 | KNIGHTS WHITE WOLF STANDARD (1)   | \$9.00  |
| CIT737765 | IMPERIAL PISTOLIERS (1)           | \$9.00  |
| CIT737970 | EMPIRE WIZARDS (1)                | \$9.00  |
| CIT737888 | REIKSGUARD KNIGHTS (1)            | \$9.00  |
| CIT738236 | ICE QUEEN OF KISLEV (1)           | \$9.00  |
| CIT738359 | IMPERIAL MORTAR (1)               | \$18.00 |
| CIT738472 | IMPERIAL GREATSWORD (4)           | \$14.50 |
| CIT738502 | BORIS TODBRINGER (1)              | \$14.50 |
| CIT738519 | ALDERBRAND LUDENHOF (1)           | \$14.50 |
| CIT738526 | VALMIR VON RAUKOV (1)             | \$14.50 |
| CIT994397 | MARIUS LEITDORF (1)               | \$16.00 |
| CIT738540 | REIKSMARSHALL KURT HELBOR (1)     | \$14.50 |
| CIT738557 | SUPREME PATRIARCH (1)             | \$14.50 |
| CIT738564 | LUDWIG SWARTZHELM (1)             | \$14.50 |
| CIT738632 | KNIGHTS PANTHER (1)               | \$9.00  |
| CIT738649 | GRANDMASTER - KNIGHT PANTHERS (1) | \$9.00  |
| CIT738656 | KNIGHTS PANTHER (1)               | \$9.00  |
| CIT738878 | IMPERIAL HALFLING TROOPS (4)      | \$13.50 |
| CIT738885 | HALFLING HOT POT (1)              | \$14.50 |
| CIT738991 | IMPERIAL VOLLEY GUN (1)           | \$22.50 |
| CIT739066 | IMPERIAL FOOT SOLDIERS (4)        | \$14.50 |
| CIT739196 | IMPERIAL COMMAND GROUP (3)        | \$14.50 |
| CIT739219 | ARCHERS (4)                       | \$14.50 |
| CIT739455 | IMPERIAL REIKSGUARD (3)           | \$14.50 |
| CIT739585 | IMPERIAL HALBERDIERS (4)          | \$14.50 |
| CIT739608 | IMPERIAL HANDGUNNERS (4)          | \$14.50 |
| CIT739721 | GREAT CANNON (1)                  | \$27.50 |
| CIT739844 | TILEAN CROSSBOWMEN (4)            | \$14.50 |
| CIT994182 | IMPERIAL FLAGELLATES (2)          | \$12.50 |

## ORC & GOBBO BOXED SETS

|         |                           |         |
|---------|---------------------------|---------|
| CIT0823 | ORC ROCK LOBBER (1)       | \$43.00 |
| CIT0747 | ORC WARRIORS (8)          | \$16.00 |
| CIT0829 | MARAUDER GIANT (1)        | \$57.00 |
| CIT0829 | BLACK ORC WARRIORS (6)    | \$16.00 |
| CIT0755 | GOBLIN WARRIORS (10)      | \$16.00 |
| CIT0844 | GOBLIN WAR CHARIOT (1)    | \$43.00 |
| CIT0528 | AZHAG THE SLAUGHTERER (1) | \$60.00 |
| CIT0544 | GOBLIN WOLF CHARIOT (1)   | \$30.00 |
| CIT0545 | ORC BOAR BOYZ (4)         | \$34.00 |

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|-----------|-------------------------|---------|
| CIT986842 | DWARF ORGAN GUN (1)     | \$27.50 |
| CITSIEGE  | DWARF SIEGE CANNON (1)  | \$19.00 |
| CIT880447 | DWARF MINER (4)         | \$14.50 |
| CIT880454 | DWARF MINER COMMAND (3) | \$14.50 |
| CIT880515 | DWARF CROSSBOWMEN (3)   | \$13.50 |
| CIT995776 | DWARF TROLL SLAYERS (3) | \$13.50 |
| CIT205027 | DWARF GIANT SLAYER (2)  | \$16.00 |
| CIT995752 | DWARF LONGBEARDS (3)    | \$13.50 |
| CIT880973 | DWARF THUNDERERS (3)    | \$11.50 |
| CIT880973 | DWARF DRAGON SLAYER (1) | \$14.50 |
| CIT880980 | DWARF DAEMON SLAYER (1) | \$14.50 |
| CIT006076 | DWARF BANNERS           | \$11.00 |

|                               |                   |         |
|-------------------------------|-------------------|---------|
| <b>CHAOS DWARF BOXED SETS</b> |                   |         |
| CIT0838                       | LAMASSU (1)       | \$43.00 |
| CIT0833                       | GREAT TARSUS (1)  | \$43.00 |
| CIT0834                       | EARTHSHAKER (1)   | \$43.00 |
| CITCD04                       | CHAOS DWARVES (8) | \$14.00 |

|                             |                                  |         |
|-----------------------------|----------------------------------|---------|
| <b>CHAOS DWARF BLISTERS</b> |                                  |         |
| CITASTRO                    | CHAOS DWARF ASTROGOTH (1)        | \$14.50 |
| CIT758005                   | CHAOS DWARF AXEMEN (3)           | \$14.50 |
| CIT758050                   | CHAOS DWARF COMMAND (3)          | \$14.50 |
| CIT758104                   | CHAOS DWARVES BLUNDERBUS (3)     | \$14.50 |
| CIT758159                   | BULL CENTAURS (1)                | \$14.50 |
| CIT758166                   | BULL CENTAUR STANDARD BEARER (1) | \$14.50 |
| CIT758203                   | CHAOS DWARF ROCKET LAUNCHER (1)  | \$18.00 |
| CIT758500                   | HOBGOBLIN WARRIORS (4)           | \$14.50 |
| CIT995073                   | HOBGOBLIN ARCHERS (3)            | \$13.50 |
| CIT758609                   | HOBGOBLIN COMMAND (3)            | \$14.50 |
| CIT758630                   | MOUNTED HOBGOBLIN (1)            | \$11.50 |
| CIT995035                   | HOBGOBLIN WOLF RIDER (1)         | \$11.00 |
| CIT758708                   | HOBGOBLIN WOLF RIDER COMMAND (1) | \$9.00  |
| CIT995042                   | HOBGOBLIN SNEAKY GITS (3)        | \$14.50 |
| CIT995004                   | HOBGOBLIN BOLT THROWER (1)       | \$22.50 |
| CIT995110                   | CHAOS DWARF HEROES               | \$10.50 |
| CIT136301                   | CHAOS DWARF TRANSFERS            | \$10.50 |

|                            |                              |         |
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| <b>WOOD ELF BOXED SETS</b> |                              |         |
| CIT102728                  | WOOD ELF ARCHERS (8)         | \$14.00 |
| CIT0534                    | DURTHU THE TREEMAN (1)       | \$30.00 |
| CIT0535                    | WOOD ELF FOREST DRAGON (1)   | \$67.00 |
| CIT0536                    | WOOD ELF GLADE RIDERS (4)    | \$30.00 |
| CIT0537                    | ORION, THE WOOD ELF KING (1) | \$30.00 |

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|--------------------------|----------------------------------|---------|
| <b>WOOD ELF BLISTERS</b> |                                  |         |
| CIT742019                | WOOD ELF ARCHERS (4)             | \$14.50 |
| CIT883707                | WOOD ELF TREEMAN (1)             | \$31.00 |
| CIT996612                | WOOD ELF DRYADS (2)              | \$11.00 |
| CIT742158                | WOOD ELF COMMAND (3)             | \$14.50 |
| CIT996605                | WOOD ELF WAR DANCERS (3)         | \$13.50 |
| CIT742049                | WOOD ELF GLADE GUARD (4)         | \$14.50 |
| CIT742059                | WOOD ELF GLADE GUARD COMMAND (3) | \$14.50 |
| CIT742069                | WOOD ELF MOUNTED GENERAL (1)     | \$11.50 |
| CIT742079                | WOOD ELF GREAT EAGLE (1)         | \$18.00 |
| CIT742089                | WOOD ELF MOUNTED MAGE (1)        | \$11.50 |
| CIT996513                | GLADE RIDER CHAMPION (1)         | \$10.50 |
| CIT996490                | GLADE RIDER ARCHERS (1)          | \$10.50 |
| CIT742189                | GLADE RIDER STANDARD BEARER (1)  | \$9.00  |
| CIT742196                | GLADE RIDER HORN BLOWER (1)      | \$9.00  |
| CIT996506                | WOOD ELF WARHAWK RIDER (1)       | \$13.50 |
| CIT996469                | WOOD ELF WAYWATCHERS             | \$12.50 |
| CIT742211                | WOODELF SKAW THE FALCONER (1)    | \$14.50 |
| CIT136296                | WOOD ELF TRANSFERS               | \$11.00 |
| CIT996551                | WOOD ELF WAR EAGLE               | \$21.50 |
| CITBANN                  | WOOD ELF BANNERS                 | \$11.00 |
| CIT996399                | WOOD ELF SORCERESS ON FOOT       | \$13.50 |
| CIT996622                | WOOD ELF SCOUTS                  | \$13.50 |
| CIT996615                | WOOD ELF SCOUT CHAMPION          | \$11.00 |
| CIT996608                | WOOD ELF SCOUT COMMAND           | \$12.50 |
| CIT998129                | WOOD ELF GLADE RIDER (1)         | \$11.00 |

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| <b>BEASTIES</b> |                  |         |
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| CIT746767       | GIANT SPIDER (1) | \$14.00 |
| CITCOCKA        | COCKATRICE (1)   | \$16.00 |

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| <b>CITADEL SHIELDS</b> |                         |        |
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| CIT137534              | ORC SHIELDS             | \$5.00 |
| CIT137541              | DWARF DETAILED SHIELDS  | \$5.00 |
| CIT137558              | FIGHTER SHIELDS         | \$5.00 |
| CIT137565              | FIGHTER SHIELDS         | \$4.50 |
| CIT137572              | UNDEAD DETAILED SHIELDS | \$5.00 |
| CIT137583              | ELF SHIELDS             | \$5.00 |
| CIT137589              | DARK ELF SHIELDS        | \$5.00 |
| CIT137596              | CHAOS DETAILED SHIELDS  | \$5.00 |
| CIT137599              | CHAOS SHIELDS           | \$4.50 |
| CIT137602              | EMPIRE SHIELDS          | \$5.00 |

## Science Fiction

### Babylon 5 Wars

**AOG Babylon 5 Wars**  
It's here! The official, detailed miniatures rules for Babylon 5. This boxed set recreates the many epic struggles between the various races and factions which make up the Babylon 5 universe. The rules allow for engagements as small as a few fighters on each side to large fleets battling for control of a planet. Includes a 96 page rulebook with rules and background material, ship control sheets for Earth Alliance Omega Destroyer, Hyperion Heavy Cruiser, Starfury Fighters; the Minbari Starlin War Cruiser, Nial Heavy Fighter, Flyers; Centauri Primus Battlecruiser, Vorchon Warship, Senti Medium Fighters; Narn G'Quan Heavy Cruiser, T'Loth Assault Cruiser, Frazz Heavy Fighter; Raider Light Fighters, etc. Also has two full color counter sheets, 12 metal miniatures (3 each of Starfury, Frazz, Minbari and Centauri Fighters), and star maps. The rules are like a simplified version of *Star Fleet Battles*. **\$80.00**

**CEE Earthforce Sourcebook**  
This roleplaying supplement for *The Babylon Project* also contains a complete set of simple miniatures rules for Babylon 5, written by Jon Tuffley, who wrote *Full Thrust*. As such the rules are simple to learn, but tactics are very hard to master! Each turn you must write in advance what movement your ships will undertake, which could well result in your guns not being able to target your desired opponent, should he be able to guess you! Covers almost all Earthforce ships, including the impressive Omega-class destroyers, two types of Starfurys, and Hyperion-class heavy cruisers; details the Minbari cruiser and fighters, with far superior technology to the other races; details the Narn heavy cruiser, battle dreadnought and

fighters; and the Centauri light cruiser, battle cruiser and fighters. The rules are magnificent, and you can easily control six ships each plus fighters. This is the game system for me! The book contains counters for all the above ships and fighters, but I will be using the below miniatures. **\$30.00**

### Babylon 5 Wars Miniatures

|                                      |                                     |         |
|--------------------------------------|-------------------------------------|---------|
| 1/285th Scale Metal Kits with 1 or 0 |                                     |         |
| AOGBW202                             | Minbari War Cruiser (1)             | \$21.50 |
| AOGBW206                             | Starfury Earthforce Fighters (3)    | \$12.50 |
| AOGBW207                             | Narn Heavy Fighter (3)              | \$12.50 |
| AOGBW208                             | Centauri Medium Fighter (3)         | \$12.50 |
| AOGBW209                             | Minbari Fighter (3)                 | \$12.50 |
| AOGBW211                             | Minbari Flyer (3)                   | \$12.50 |
| AOGBW229                             | Raider Delta-V Fighter (3)          | \$12.50 |
| AOGBW201                             | Earthforce Omega Destroyer (1) Feb  | \$21.50 |
| AOGBW203                             | Narn Heavy Cruiser (1) Feb          | \$21.50 |
| AOGBW204                             | Centauri Battle Cruiser (1) Feb     | \$21.50 |
| AOGBW212                             | Earthforce Hyperion Cruiser (1) Feb | \$14.50 |
| AOGBW213                             | Centauri Warship (1) Feb            | \$14.50 |
| AOGBW214                             | Narn Assault Cruiser (1) Feb        | \$21.50 |
| AOGBW205                             | Babylon 5 Station (1) Due ?         | \$34.00 |

## BattleTech

**FAS BATTLETECH 4th Edition** \*\*\*###  
This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc.), movement, combat, etc.; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. **\$44.95**  
**BattleTech Compendium: The Rules of Warfare - Softcover**  
Contains all the rules needed for BattleTech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elements, etc. Also has some new mechs: including a new Axeman with twin LRM15s, a Clan Hunchback IIC with jump jets and twin Ultra AC20s, and a map of the Inner Sphere. **\$35.00**  
**BattleLance Miniatures Rules** This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to play from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. **\$40.00**



20-617 Tempest/20-797 War Dog

### Ral Partha BattleTech Miniatures

|  |                                |         |
|--|--------------------------------|---------|
| <b>Mechs &amp; AFVs</b>                      |                                |         |
| 1/285th Scale Metal Kits with 1 or 0 models. |                                |         |
| RAL20600                                     | VULTURE OMNIMECH (1)           | \$11.95 |
| RAL20601                                     | LOKI OMNIMECH (1)              | \$11.95 |
| RAL20602                                     | THOR OMNIMECH (1)              | \$11.95 |
| RAL20603                                     | MADCAT OMNIMECH (1)            | \$11.95 |
| RAL20604                                     | MAN O'WAR OMNIMECH (1)         | \$11.95 |
| RAL20605                                     | MASAKARI OMNIMECH (1)          | \$11.95 |
| RAL20606                                     | GLADIATOR OMNIMECH (1)         | \$11.95 |
| RAL20607                                     | DAISHI OMNIMECH (1)            | \$11.95 |
| RAL20608                                     | DRAGONFLY MDM OMNIMECH         | \$10.50 |
| RAL20609                                     | TENRIS MDM OMNIMECH            | \$10.50 |
| RAL20610                                     | BLACKHAWK MDM OMNIMECH         | \$11.50 |
| RAL20611                                     | RYOKEN MDM OMNIMECH            | \$11.50 |
| RAL20612                                     | DASHER BT OMNIMECH             | \$9.50  |
| RAL20613                                     | KOSHI BT OMNIMECHS             | \$9.50  |
| RAL20614                                     | JULLER BT OMNIMECH             | \$9.50  |
| RAL20615                                     | PUMA BT OMNIMECH               | \$9.50  |
| RAL20616                                     | GRAND TITAN                    | \$12.95 |
| RAL20617                                     | TEMPEST                        | \$12.95 |
| RAL20618                                     | HITMAN                         | \$8.50  |
| RAL20619                                     | THOR SELF PROPELLED ARTILLERY  | \$11.95 |
| RAL20620                                     | GUNSLINGER                     | \$11.95 |
| RAL20621                                     | WRAITH                         | \$9.50  |
| RAL20622                                     | NIGHTSKY                       | \$9.50  |
| RAL20623                                     | SRM CARRIER                    | \$12.50 |
| RAL20624                                     | GALAHAD                        | \$11.50 |
| RAL20625                                     | HURON WARRIOR                  | \$9.50  |
| RAL20626                                     | PHOENIX HAWK IIC               | \$11.95 |
| RAL20627                                     | LRM CARRIER (2)                | \$12.50 |
| RAL20628                                     | THUNDER THR-IL                 | \$11.50 |
| RAL20629                                     | PHANTOM OMNIMECH               | \$10.95 |
| RAL20630                                     | POUNCER OMNIMECH (1)           | \$10.95 |
| RAL20631                                     | MARKSMAN SELF PROPELLED ARTILL | \$11.95 |
| RAL20632                                     | GRIM REAPER GRM-R-PR29         | \$10.50 |
| RAL20633                                     | NAGA OMNIMECH                  | \$14.95 |
| RAL20634                                     | LOCUST IIC                     | \$6.50  |
| RAL20635                                     | PUMA 95 TON TANK               | \$11.95 |
| RAL20636                                     | BUSHWACKER                     | \$9.50  |
| RAL20637                                     | GOSHAWK                        | \$9.95  |
| RAL20638                                     | RAKSHASA                       | \$10.95 |
| RAL20639                                     | KANGA AFV (2)                  | \$11.95 |
| RAL20640                                     | STEALTH                        | \$9.95  |
| RAL20641                                     | CERBERUS                       | \$11.95 |
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| RAL20646                                     | VENOM                          | \$8.95  |
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| RAL20648                                     | DAIMOY BATTLEMECH              | \$9.95  |
| RAL20649                                     | BATTLEHAWK BATTLEMECH          | \$8.50  |
| RAL20650                                     | BANDERSNACH BATTLEMECH         | \$8.50  |
| RAL20651                                     | HUNCHBACK IIC BATTLEMECH       | \$9.95  |
| RAL20652                                     | KRAKEN                         | \$14.95 |
| RAL20653                                     | SCARABUS                       | \$8.95  |
| RAL20654                                     | WATCHMAN                       | \$9.95  |
| RAL20655                                     | DAIKYO                         | \$10.95 |
| RAL20656                                     | APOLLO                         | \$9.75  |
| RAL20657                                     | FIREBALL (1)                   | \$7.50  |
| RAL20658                                     | SHADOWHAWK IIC                 | \$9.95  |
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| RAL20663                                     | VIPER                          | \$11.50 |
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| RAL20667 | TOKUGAWA HEAVY TANK (2)         | \$13.50 |
| RAL20668 | DART DRT-35 MECH                | \$9.50  |
| RAL20669 | ANVIL                           | \$11.50 |
| RAL20670 | GRAND CRUSADER MECH             | \$12.50 |
| RAL20671 | REGULATOR HOVERTANK             | \$11.95 |
| RAL20672 | SHADOWCAT                       | \$11.50 |
| RAL20673 | STARSLAYER                      | \$10.50 |
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| RAL20675 | NIGHTSTAR (1)                   | \$13.50 |
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| RAL20680 | GALLOWGLAS (1)                  | \$11.50 |
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| RAL20683 | HANKYO OMNIMECH                 | \$9.95  |
| RAL20684 | THROTTIST (1)                   | \$12.50 |
| RAL20685 | BANDIT HOVERCRAFT               | \$12.95 |
| RAL20686 | MACKIE                          | \$14.50 |
| RAL20687 | THUNDER HAWK                    | \$14.50 |
| RAL20688 | BAROON                          | \$8.50  |
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| RAL20694 | TOYAMA MECH                     | \$12.50 |
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| RAL20751 | LONG TOM ARTILLERY PIECE        | \$11.50 |
| RAL20752 | GALLEON LIGHT TANK (2)          | \$8.95  |
| RAL20753 | SCHREK PPC TANK (2)             | \$13.95 |
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| RAL20795 | JENNER IIC CLAN MECH            | \$7.95  |
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| RAL20840 | WARHAMMER                       | \$12.50 |
| RAL20841 | RIFLEMAN                        | \$12.50 |
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| RAL20843 | MARAUDER                        | \$11.95 |
| RAL20844 | LOCUST                          | \$6.95  |
| RAL20845 | ATLAS                           | \$12.95 |
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| RAL20847 | AWESOME                         | \$11.95 |
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| RAL20849 | CENTURION                       | \$9.95  |
| RAL20850 | FIRESTARTER                     | \$7.95  |
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| RAL20857 | URBANMECH                       | \$7.95  |
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| RAL20859 | SCORPION                        | \$9.50  |
| RAL20860 | VICTOR                          | \$11.95 |
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| RAL20864 | HATCHETMAN                      | \$9.50  |
| RAL20865 | COMMANDO                        | \$7.95  |
| RAL20866 | JAVELIN                         | \$8.50  |
| RAL20867 | ENFORCER                        | \$9.95  |
| RAL20868 | DRAGON                          | \$10.95 |
| RAL20869 | JENNER                          | \$8.50  |
| RAL20871 | VINDICATOR                      | \$9.50  |
| RAL20873 | SPIDER                          | \$8.50  |
| RAL20875 | ASSASSIN                        | \$8.95  |
| RAL20876 | DERVISH                         | \$9.50  |
| RAL20877 | OSTROCK                         | \$10.95 |
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| RAL20889 | LONGBOW                         | \$9.95  |
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| RAL20891 | WOLF HOUND                      | \$8.50  |
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| RAL20895 | EXTERMINATOR                    | \$10.50 |
| RAL20896 | HIGHLANDER                      | \$11.50 |
| RAL20897 | MINI-HAWK                       | \$12.50 |
| RAL20899 | KING CRAB                       | \$12.95 |



**25mm Clan Elemental**

|          |                     |        |
|----------|---------------------|--------|
| RAL20950 | CLAN ELEMENTAL 25mm | \$7.50 |
|----------|---------------------|--------|

**BattleTech Boxed Lances**

All come with hex bases.

|           |   |         |
|-----------|---|---------|
| RAL10840  | CLAN LIGHT OMNI MECHS BOXED             | \$33.00 |
| RAL10841P | Dasher, Uller, Pardschi                 |         |
| RAL10841P | CLAN MEDIUM OMNI MECHS BOXED            | \$35.00 |
|           | Feuris, Dragonfly, Ryoken, Blackhawk    |         |
| RAL10842P | CLAN HEAVY OMNI MECHS BOXED             | \$43.00 |
|           | Loki, Vulture, Madcat, Thor             |         |
| RAL10843P | ASSAULT OMNI MECHS BOXED SET            | \$45.00 |
|           | Daiishi, Masakari, Gladiator, Man O'War |         |

**Demon Blade Games**

Demon Blade Games is a new company who are releasing a range of sci-fi figures for their own sci-fi miniatures rules called *Shockforce* later this year. In the meantime, here are their figures. Their Orgs look like sci-fi orcs with a really bad attitude. The Shock Force troops are humans.

**SHOCK FORCE** Players battle in the remnants of America in the year 2142 AD. A sociopolitical & nuclear meltdown has caused America to become a battlefield populated by hordes of mutant gangs that roam the wastelands and derelict cities, and the MegaCom armies, such as the Shock Force, consisting of normal men and women who are trained to fight from birth. These are skirmish rules including unit activation, command radius, advantages and disadvantages, and army lists. *Due March?* **STBA**

|          |                             |         |
|----------|-----------------------------|---------|
| DBG10001 | ORG WARLORD (1)             | \$12.95 |
| DBG10002 | CYB-ORG #1 (1)              | \$10.95 |
| DBG10003 | CYB-ORG #2 (1)              | \$10.95 |
| DBG10004 | ORG HOG (1)                 | \$7.95  |
| DBG10005 | ORG ATROCITOR (Dreadnaught) | \$47.00 |
| DBG10101 | ORG BOUNCERS COMMAND PACK   | \$10.95 |
| DBG10102 | ORG SLAMMERS UNIT           | \$14.50 |
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| DBG10203 | ORG SLINGERS DELINQUENTS    | \$14.50 |
| DBG20001 | ORG OF TECHNOLOGY           | \$7.50  |
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| DBG20204 | SHOCK FORCE OMEGA           | \$14.50 |
| DBG30001 | VENGEQUAN TECH SHAMAN       | \$7.50  |
| DBG51001 | BROODLORD QUEELUG           | \$9.95  |

**Dirtside II**

**DIRTSIDE II** By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are included for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **\$35.00**

**STARGRUNT II** These rules are a comprehensive set of generic rules for simulating science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as *Dirtside* and *Full Thrust*. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **\$40.00**

**Stargrunt Miniatures**

Figures are around 28mm tall

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| Oceanic Union Defence Force Jetbike and Rider (1)      | \$7.50  |
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| NAC Marine on Futuristic Motor Bike                    | \$5.50  |
| Combat Babe on Futuristic Motor Bike                   | \$5.50  |

**Stargrunt Resin Vehicles**

Large resin vehicles, suitable for all 25mm or exaggerated 25mm sci-fi.

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| SP25-14A | Gladiator Mk II Light Hover Tank                            | \$15.00 |
| SP25-15  | Survivor Tracked All Terrain Vehicle                        | \$35.00 |
| SP25-26A | Goliath Mark II Heavy Hover Tank                            | \$30.00 |
| SP25-27  | Light Hover Jeep  | \$10.00 |
| SP25-28  | Wombat Medium Hover APC                                     | \$20.00 |
| SP25-30  | Rommel Medium Hover tank                                    | \$20.00 |
| SP25-35  | AV-4 Assault VTOL (troop transport)                         | \$30.00 |
| SP25-41  | Law cruiser 8 wheel Urban Security Vehicle                  | \$25.00 |
| SP25-57  | M38D LIPPC Light APC  | \$15.00 |
| SP25-58  | M60 Slammer Heavy Hover Tank                                | \$35.00 |
| SP25-62  | Ponch Superheavy Grav Tank                                  | \$25.00 |
| SP25-63  | Vimuzh G-CAV Grav Assault APC                               | \$20.00 |
| SP25-64  | Gunslinger - 6 legged weapons platform                      | \$20.00 |
| SP25-65  | Gunslinger - as above with twin rotary cannon               | \$20.00 |
| SP25-66  | Gunslinger - as above but anti-tank variant                 | \$20.00 |
| SP25-67  | M44 Conhound Light Assault Vehicle                          | \$15.00 |
| SP25-68C | Wheelz-3 Half Track with Military Armored Cab               | \$20.00 |
| SP25-69E | Wheelz-3 Truck with Military Cab and Command Post Body      | \$25.00 |
| SP25-73  | AV-5 Security/Casualty Evac VTOL                            | \$25.00 |
| SP25-75  | AV9A2 Gunslinger VTOL                                       | \$20.00 |
| SP25-85  | Paladin 6 wheeled Hi-Mobility Battle tank with Laser Turret | \$35.00 |
| SP25-86  | Phalanx 6 wheeled heavy APC with twin laser turrets         | \$50.00 |

|         |   |         |
|---------|---|---------|
| SP25-88 | Hoplie High Mobility Wheeled Vehicle with Rotary Cannon | \$40.00 |
| SP25-89 | Junior Wheeled Tank Killer with Missile & Cannon        | \$40.00 |
| SP25-90 | Defender Anti-Air Vehicle (based on Hunter)             | \$40.00 |
| SP25-91 | Striker Multiple Rocket Artillery vehicle               | \$40.00 |
| SP25-93 | Gauntlet II GEV Hover APC                               | \$25.00 |
| SP25-98 | MARS Multiple Artillery Rocket System on Truck          | \$25.00 |

**Doom Miniatures**

Superb 25mm miniatures from my favorite computer game - Doom I and II

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|----------|--|---------|
| REA66601 | Doom Marine - ie, the player character (3)     | \$12.50 |
| REA66602 | Zombie Marine with pistol (3)                  | \$12.50 |
| REA66603 | Zombie Marine with shotgun (3)                 | \$12.50 |
| REA66604 | Heavy Weapon Dude with chain-gun (2)           | \$10.95 |
| REA66605 | Imp (demon) (3)                                | \$12.50 |
| REA66606 | Pink Demon (1)                                 | \$7.50  |
| REA66607 | Cacodemon (Floating spheroid demon) (1)        | \$18.00 |
| REA66608 | Pain Elemental (1)                             | \$18.00 |
| REA66609 | Lost Soul (Floating skull) (1)                 | \$10.95 |
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| REA66612 | Revenant (1)                                   | \$9.00  |
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**Epic Warhammer 40,000**

GAM EPIC Warhammer 40,000

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**Epic Warhammer 40,000 Miniatures**

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| CIT7001   | WARLORD TITAN                      | \$40.00  |
| CIT911495 | MARINE THUNDERHAWK GUN SHIPS       | \$19.00  |
| CIT911853 | ORK BIG GUNS                       | \$14.50  |
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| CIT978882 | ELDRAR VYPER JETBIKES              | \$11.50  |
| CIT978889 | ELDRAR DREADNOUGHTS                | \$14.50  |
| CIT978905 | ELDRAR WARWALKER                   | \$14.50  |
| CIT978912 | ELDRAR SUPREME COMMANDERS          | \$14.50  |
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| CIT985852 | IMPERIAL MARAUDER BOMBER           | \$14.50  |
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1/300th Scale Crater Pack (20 craters, various sizes) \$6.00

Cast in a light brown or grey, just needs dry brushing with acrylics, made of rubber urethane.

**Full Thrust**

GZG FULL THRUST 2nd Ed

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnaught with your cruiser and letting it have all batteries straight up the Drive Tubes, and the #604 can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **\$25.00**

**MORE THRUST** The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded

ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **\$25.00**

**Full Thrust Space Ship Miniatures**

Lead models by CMD, cast here in Melbourne by Eureka

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|         |   |         |
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| CAAHK09 | Karn Banshee Attack Thopter (2) & Glaive Riders (2).....        | \$23.00 |
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## Heavy Gear

**DRE HEAVY GEAR RPG 2nd Ed**  
This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. For further information, consult *Heavy Gear* in the Roleplaying Games section. **\$480**  
**Heavy Gear Mini Game** For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. **\$1.00**

For more Heavy Gear products, look in the Roleplaying section.

### Heavy Gear Miniatures

Figures made by RAFM.

#### Southern Hemisphere Heavy Gears

|         |                              |         |
|---------|------------------------------|---------|
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| RAFI315 | INFANTRY RECON WEAPONS (20)  | \$19.95 |
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| RAFI317 | BASILISK HEAVY GEAR          | \$16.95 |
| RAFI318 | CHAMELEON HEAVY GEAR         | \$19.95 |
| RAFI319 | BARBED FANG                  | \$16.95 |
| RAFI320 | JAGER RECON                  | \$16.95 |
| RAFI321 | ARTILLERY COBRA              | \$22.00 |
| RAFI322 | SOUTHERN BASIC COMBAT GROUP  | \$49.95 |

(4 x Jager Heavy Gear, 1 x Jager Command Heavy Gear, 27 extra weapons etc)

#### Northern Hemisphere Heavy Gears

|         |                                 |         |
|---------|---------------------------------|---------|
| RAFI200 | HUNTER: HEAVY GEAR MECH         | \$10.95 |
| RAFI201 | ASSAULT HUNTER: HEAVY GEAR MECH | \$10.95 |
| RAFI202 | JAGUAR HEAVY GEAR MECH          | \$10.95 |
| RAFI203 | STRIKE JAGUAR HEAVY GEAR MECH   | \$10.95 |
| RAFI204 | CHEETAH HEAVY GEAR MECH         | \$10.95 |
| RAFI205 | STRIKE CHEETAH HEAVY GEAR MECH  | \$10.95 |
| RAFI206 | GRIZZLY HEAVY GEAR MECH         | \$15.95 |
| RAFI207 | ASSAULT GRIZZLY HEAVY GEAR MECH | \$15.95 |
| RAFI208 | HUNTER COMMAND HEAVY GEAR       | \$10.95 |
| RAFI209 | BRICKLAYER HEAVY GEAR MECH      | \$10.95 |
| RAFI210 | FIRE JAGUAR HEAVY GEAR MECH     | \$15.95 |
| RAFI211 | RABID GRIZZLY HEAVY GEAR MECH   | \$15.95 |
| RAFI212 | KODIAK HEAVY GEAR MECH          | \$12.50 |
| RAFI213 | WHITE CAT HEAVY GEAR MECH       | \$15.95 |
| RAFI214 | NORTHERN LIGHT ARTILLERY        | \$19.95 |
| RAFI215 | STANDARD INFANTRY (20)          | \$19.95 |
| RAFI216 | INFANTRY HEAVY WEAPONS (20)     | \$19.95 |
| RAFI217 | BEAR HEAVY GEAR                 | \$16.95 |
| RAFI218 | BLACK CAT HEAVY GEAR            | \$16.95 |
| RAFI219 | ARMORED HUNTER                  | \$16.95 |
| RAFI220 | CHEETAH                         | \$16.95 |
| RAFI221 | HUNTER RECON                    | \$16.95 |
| RAFI222 | CROSSBOW GRIZZLY                | \$22.00 |
| RAFI223 | NORTHERN BASIC COMBAT GROUP     | \$49.95 |

(4 x Hunter Heavy Gear + 1 x Headhunter Heavy Gear, 27 spare weapons etc)

## Gorkamorka

**GAM GORKAMORKA**  
The latest big boxed game from Games Workshop. Across a barren landscape, mobs of savage Ork warriors battle for supremacy and scap. Fame and fortune are gained in a hail of bullets and the roar of crude vehicles in a world where there is no mercy. *Gorkamorka* puts you in the driving seat of a bloodthirsty mob of Orks fighting for power and glory. This is a highly unorthodox car races! Don't just try to drive faster than the opponent, try blowing him up or shooting up the crew first! The set includes 2 Ork Warracks, 2 Ork 4-wheel vehicles, 12 Ork Boys, rulebook, sourcebook, a large Ork building, mining shaft, range rulers, blast markers, templates, counters, tanks, traps, dice, etc! The rules cover scenarios and crew's gaining experience, learning new skills and kustomisin' weaponry. **\$105.00**

|           |  |         |
|-----------|--|---------|
| CIT980406 | GROTZ (4)                              | \$17.00 |
| CIT980413 | ORK SLAYER WITH GRABBA STIK & WHIP (1) | \$11.50 |
| CIT980420 | ORK BOYZ WITH HAND WEAPONS             | \$15.50 |
| CIT980499 | HARPOON TRUCK                          | \$38.00 |
| CIT980550 | SPEARGUN TRUCK                         | \$38.00 |
| CIT980611 | GORKAMORKA ORKS (6 plastic figures)    | \$17.00 |
| CIT980628 | GORKAMORKA GUBBINZ BAG                 | \$14.50 |
| CIT980963 | ORK BIKER                              | \$22.00 |
| CIT981045 | WRECKER TRUCK                          | \$38.00 |
| CIT981144 | ROKKIT BUGGY                           | \$38.00 |
| CIT981151 | ORK NOBZ                               | \$38.00 |
| CIT981168 | SPANNER BOYZ                           | \$11.50 |
| CIT981175 | ORK BOYZ WITH SHOOTAS                  | \$14.00 |
| CIT981182 | ORK YOOPS                              | \$15.50 |
| CIT981199 | ORK WEAPONS                            | \$13.50 |

## Legions of Steel

**GLO LEGIONS OF STEEL**  
This game used to sell for over \$100! Now just \$49.95. It contains 1/2 kg of metal miniatures. This is a fast paced miniatures combat game. You try to save humanity from a siege of nightmarish machines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Forewall grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates

(like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. **\$49.95**

### GLO1100 ADVANCED RULES

Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic warfare, advanced movement and fire, expanded hand to hand combat, unit point values, ammo counts, etc. Also 12 more full color board templates, 152 color counters. **\$19.95**

### GLO1150 LOS SCENARIO PACK 1

Twelve new scenarios, expanded background information, rules for new miniatures and weapons, including C1 Succubot, G3 Predator, UNE Behemoth RXS, advanced movement and fire options, point values, short story, and 66 cut out counters. **\$9.95**

### ALIEN SOURCEBOOK

A 96 page book which introduces us to the Black Empire, the Infranties and the Fantastians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. **\$14.95**

### JUNCTION POINT CAMPAIGN PACK

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. **\$14.95**

### LOS TEMPLATE PACK 1

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. This pack is included in the game. **\$9.95**

### LOS TEMPLATE PACK 2

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 3

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 4

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### LOS TEMPLATE PACK 5

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **\$9.95**

### PLANETSTORM LOS Tabletop Battles Rules

This is the official Legions of Steel (LOS) miniatures rules! These are a tactical science fiction combat game set in the not-so-distant future. The 22nd century is one of advancement and discovery for Earth. Contact by extra-terrestrial, global unification and technological advancement are all hallmarks of this age. All of these events, however, have a single cause - the galactic invasion by the Machines: the Legions of Steel. The setting and game system were originally introduced in the Legions of Steel Boxed game. That game covered the conflicts which occurred underground in the Machine production complexes. These rules take the battle out of the dungeon-like corridors and into the open; off the gameboard and onto the tabletop. The comprehensive, stand alone rules are 192 pages in length with extensive background info for every race, and game stats and usually an illustration for every miniature listed below. Also has a full color painting guide. **\$29.00**

### U.N.E.

The miniatures are approximately half the price they were previously

|         |                                |         |
|---------|--------------------------------|---------|
| GLO1500 | COMMANDO TROOPERS W/BLASTER(2) | \$6.50  |
| GLO1501 | UNE TROOPER W/ARM & TOW(2)     | \$7.50  |
| GLO1502 | UNE TROOPER W/ARM & GL(2)      | \$7.50  |
| GLO1503 | UNE POWERED INFANTRY(1)        | \$4.50  |
| GLO1510 | COMMANDO HVY WPN TRP(2)        | \$6.50  |
| GLO1511 | HVY WPN TROOPER W/EMP PROI(1)  | \$7.50  |
| GLO1520 | BEHEMOTH RXS(1)                | \$9.95  |
| GLO1521 | UNE ASSAULT SUPPT PLATFORM(1)  | \$9.95  |
| GLO1530 | PATHFINDER(2)                  | \$6.50  |
| GLO1531 | UNE RECCE TROOPER W/MP PCK(2)  | \$7.50  |
| GLO1540 | UNE ASSAULT TROOPERS(2)        | \$9.95  |
| GLO1550 | UNE COMMANDO W/CARL G&LOADER 2 | \$7.50  |
| GLO1551 | FLECHETTE GUN TROOPER & LDR(2) | \$7.50  |
| GLO1552 | POWERED INF W/FLECHETTE GUN(2) | \$7.50  |
| GLO1553 | POWERED INF W/CARL G(1)        | \$4.50  |
| GLO1554 | POWERED INF W/AUTO RAM(2)      | \$7.50  |
| GLO1555 | POWERED INF CALLIOPE TRP(1)    | \$4.50  |
| GLO1580 | UNE PHOENIXES(2)               | \$9.95  |
| GLO1590 | UNE SUPERFORTRESS COL OSSUS(1) | \$43.50 |
| GLO1699 | UNE POWERED INFANTRY(8)        | \$32.50 |

### The Machines

|         |                                |         |
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| GLO1700 | NIGHTMARES W/DEADBOLT LNC(2)   | \$5.95  |
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| GLO1702 | G1C NIGHTMARE W/NEGASPHERE(2)  | \$6.50  |
| GLO1703 | G1A NIGHTMARE W/SCATTERGUN(2)  | \$6.50  |
| GLO1710 | MARK I ASSAULT FIEND(1)        | \$7.50  |
| GLO1711 | MARK IAI ASSAULT FIEND(1)      | \$10.95 |
| GLO1720 | C1 SUCCUBOT & CONTROL ROBOT(1) | \$5.50  |
| GLO1730 | UNE PREDATOR(2)                | \$6.50  |
| GLO1731 | G3B PREDATOR W/DEADBOLT & GL 2 | \$7.50  |
| GLO1732 | G3A PREDATOR W/LACERATOR(2)    | \$7.50  |
| GLO1740 | MARK IAI ASSAULT FIEND(1)      | \$9.95  |
| GLO1741 | MARK IAI ASSAULT FIEND(1)      | \$10.95 |
| GLO1760 | GR4 GREMLINS(4)                | \$13.50 |
| GLO1770 | G6 SNIPERBOT(2)                | \$6.50  |
| GLO1780 | MARK III ASSAULT FIEND(1)      | \$13.95 |
| GLO1781 | MARK IIIAI ASSAULT FIEND(1)    | \$13.95 |
| GLO1790 | C2 CENTURION(1)                | \$9.95  |
| GLO1800 | G5 STALKER(1)                  | \$13.95 |
| GLO1810 | S1 ARCH FIEND(1)               | \$43.50 |
| GLO1820 | SCORPION ROBOT(1)              | \$13.95 |
| GLO1830 | DREADBOT(1)                    | \$26.50 |
| GLO1998 | MACHINE SECURITY HORDE(11)     | \$29.95 |
| GLO1999 | MACHINE INFILTRATION HORDE(11) | \$29.95 |

### Black Empire

|         |                               |         |
|---------|-------------------------------|---------|
| GLO3000 | SETH DRACKAR(2)               | \$6.50  |
| GLO3001 | DRACKAR W/BURSTLANCE(2)       | \$8.95  |
| GLO3002 | ASETH DRACKAR(2)              | \$4.50  |
| GLO3020 | STORM ANGEL(1)                | \$9.95  |
| GLO3021 | RECCE ANGEL(1)                | \$9.95  |
| GLO3040 | LANCER TAKKAR(2)              | \$8.95  |
| GLO3041 | GRENADIER TAKKAR(2)           | \$8.95  |
| GLO3042 | ADRAX TAKKAR(2)               | \$9.95  |
| GLO3060 | TOSIA DRACKAR(1)              | \$13.95 |
| GLO3080 | MASSAKAR W/BURSTLANCE(2)      | \$10.95 |
| GLO3081 | MASSAKAR W/HVY DISINTEGRTR(2) | \$6.10  |
| GLO3090 | BLACK EMPIRE CHARIOT(1)       | \$26.95 |
| GLO3199 | BLACK EMPIRE STORM GUARD(5)   | \$32.50 |

### Fantasian

|         |                               |        |
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| GLO3200 | STORMTROOPERS W/PPSH(2)       | \$6.50 |
| GLO3201 | STORMTROOPERS W/PKM(2)        | \$6.50 |
| GLO3202 | STORMTROOPERS W/SS2000(2)     | \$7.50 |
| GLO3203 | FANTASIAN RIFLEMEN W/AK(2)    | \$7.50 |
| GLO3204 | FANTASIAN RPK GUNNERS(2)      | \$7.50 |
| GLO3205 | FANTASIAN RPK GUNNER & LDR(2) | \$7.50 |
| GLO3206 | FANTASIAN SNIPER(1)           | \$4.50 |
| GLO3220 | T-85/34 SHOCK ARMOR(1)        | \$8.95 |
| GLO3221 | T-85/37 W/THIN KPV(1)         | \$8.95 |
| GLO3222 | T-85/35 W/KESHIAW(1)          | \$8.95 |
| GLO3223 | T-85/36 W/AT4(1)              | \$8.95 |

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|---------|--------------------------------|---------|
| GLO3240 | KOMMISAR AND STARSHINA(2)      | \$10.95 |
| GLO3241 | GHON POLITZ W/RPK(2)           | \$10.95 |
| GLO3242 | GHON POLITZ GRENADIER(2)       | \$8.95  |
| GLO3243 | GHON POLITZ PKM GUNNER(2)      | \$8.95  |
| GLO3244 | RIOT POLITZ(2)                 | \$12.95 |
| GLO3250 | DROP TROOPERS W/AK & PS(2)     | \$9.95  |
| GLO3251 | DROP RPK GUNNER & DYNAMO(2)    | \$9.95  |
| GLO3252 | DROP RPK GUNNER & GRENADIER(2) | \$9.95  |
| GLO3398 | FANTASIAN POWERED INF SQUAD(8) | \$32.50 |
| GLO3399 | FANTASIAN SQUAD(5)             | \$22.50 |

### Infrante

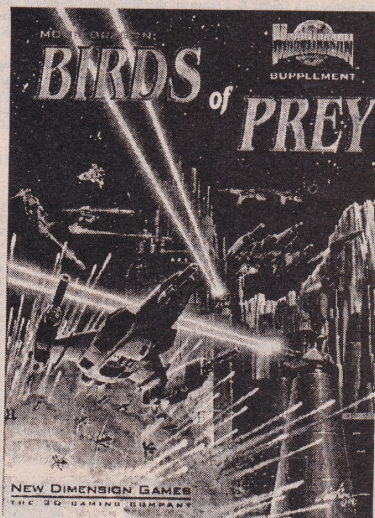
|         |                                |         |
|---------|--------------------------------|---------|
| GLO3400 | INFRANITE WARRIOR(2)           | \$8.95  |
| GLO3401 | INFRANITE F.R.O.G. WARRIOR(1)  | \$4.50  |
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| GLO3482 | INFRANITE RECCE CHAIN GUNNER I | \$4.50  |
| GLO3599 | INFRANITE WAR PARTY(6)         | \$29.95 |

## MoonDragon

### NDG MOONDRAGON

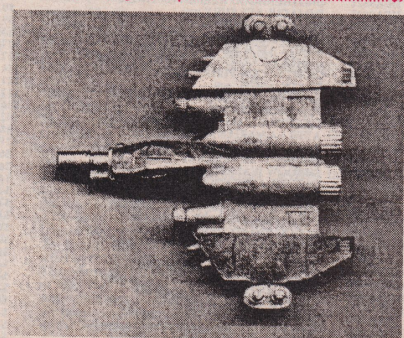
A new top quality game of fast-paced, exciting Lunar fighter combat from New Dimension Games, that takes your gaming to the 3rd dimension. Play as a lunar rebel pilot or an Alpha Colony security pilot in deadly 3D dogfights. Unique telescoped stands with universal joints are fixed to each fighter, which lets fighters be at any height, and of any facing, including facing down and straight up! This boxed set includes easy to learn rules, 3-dimensional tactics, pilot development rules, rules for lasers, rockets, missiles and bombs, a mission builder, and a moon guide with NASA photos. Has 4 pewter miniatures, 4 3D stands and wooden blocks, quick-start rules, plastic tokens for recording damage on the fighter displays, etc. Advanced rules cover overloads, electronic warfare, flying through explosions, and optional rules. Looks really good - and original! **\$80.00**

**Birds of Prey Supplement** 90 pages. Sourcebook outlining the strategic situation on the Moon; Alpha Colony statistics and fighter compliment, stats and fighter displays on 9 new Alpha Fighters; Lunar Freedom Alliance history and fighter compliment, plus 9 new fighters; new weapons and weapons' rules, ground defenses, other new rules, new missions, and a master weapons chart. **\$15.00**



MoonDragon Miniatures

|  |   |         |
|--|---|---------|
| NDG123   | Warding Reinforcement Pack (Fighters (2), stands, displays).....    | \$40.00 |
| NDG124   | MoonDragon Reinforcement Pack (Fighters (2), stands, displays)..... | \$40.00 |
| NDG131   | Warding (2 fighters).....   | \$14.50 |
| NDG132   | MoonDragon (2 fighters).....  | \$14.50 |
| NDG121   | 3D Telescoped Stand with 11 universal joints.....                   | \$16.00 |
| NDG199   | 10 Spare Universal Joints.....                                      | \$6.50  |
| (You don't need to have a stand for every fighter model you own, as you probably won't use that many fighters in a game. And the universal joints do separate, so stick a spare joint on each model miniature, and then each game, you can change which fighters are on the stands.) |   |         |
| NDG301   | Marshal Reinforcement Pack (1 Fighter, stand, display).....         | \$21.00 |
| NDG302   | Pharaoh Reinforcement Pack (1 Fighter, stand, display).....         | \$21.00 |
| NDG304   | Starfighter Reinforcement Pack (1 Fighter, stand, display).....     | \$21.00 |
| NDG403   | Pegasus Reinforcement Pack (1 Fighter, stand, display).....         | \$21.00 |
| NDG404   | Longbow Reinforcement Pack (1 Fighter, stand, display).....         | \$21.00 |
| NDG501   | Marshal (1 fighter).....  | \$8.00  |
| NDG502   | Pharaoh (1 fighter).....  | \$8.00  |
| NDG503   | Starfighter (1 fighter).....  | \$8.00  |
| NDG601   | Gunslinger (1 fighter).....   | \$8.00  |
| NDG602   | Pegasus (1 fighter).....  | \$9.50  |
| NDG603   | Slingshot (1 fighter).....  | \$8.00  |
| NDG604   | Longbow (1 fighter) see picture below.....                          | \$9.50  |





## Mutant Chronicles

### HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as assassins have 4 actions. A nephrite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muuivjeh, Semai, and Demnogonis. Includes one card sheet of counters & templates. **\$27.50**

### DAWN OF WAR Warzone Compendium I

Includes Heroes and Villains from the Mutant Chronicles universe. Now your force can include everyone from agent Nick Michaels to Crenshaw the Mortificator to Alakhai the Cunning. Revised close combat rules enhance games, there are expanded abilities for specialised forces, and many new weapons, optional rules, new equipment, new creatures, new attack templates, etc. **\$23.95**

### BEASTS OF WAR Warzone Compendium II

Includes vehicle rules for Warzone. Capitol Purple Sharks strike the Dark Legion sun in the venusian jungles; Necromover squads cut swaths through Legionaries in the marian deserts, etc. The vehicles include the Mishime Dragonbike, Brotherhood Death Angel, etc. Also new troops such as the Secret Kohorts, rules updates, vehicle ref cards and templates, new weapons. **\$26.95**

### CASUALTIES OF WAR Warzone Compendium III

100 full color pages covering new Wolfbane troops such as Berserkers, Headhunters, Mourning Wolves; the 32nd Trench Battalion and their Hurricane Walkers; new weapons and equipment, the Cybertronic Scorpion that leaps enemy models, Dog Soldiers with their Battlehounds that spot Dark Huntsmen; Tiger Dragons, Pilgrims and Pilgrim Executors, new rules, abilities, new characters, and heaps of hideous new Dark Legion monstrosities such as Golgotha, a vile creature between a spider & a woman; the Pretorian Behemoth that can toss enemy models up to 20 inches; and the Metropolitan Prophet, which is the perfect infiltrator. **\$26.95**

### DARK EDEN

This 102 page book is the first in the Worlds at War series. Brings the intriguing setting of Earth to the Warzone tabletop. Covers the four major Dark Eden tribes, local Corporate and Brotherhood emissaries, extensive section on the Dark Legion, also boasts, special models, rituals, prophecies, forcelists, armories, etc. **\$33.00**

### Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

|         |                            |         |
|---------|----------------------------|---------|
| HEA5901 | CAPITOL TROOPERS (4)       | \$13.95 |
| HEA5902 | BLOOD BERETS (4)           | \$13.95 |
| HEA5903 | BAUHAUS HUSSARS (4)        | \$13.95 |
| HEA5904 | MISHIMA SAMURAI (4)        | \$13.95 |
| HEA5905 | UNDEAD LEGIONAIRES (4)     | \$13.95 |
| HEA5906 | BLESSED LEGIONAIRES (4)    | \$13.95 |
| HEA5907 | WOLFABNE COMMANDOS (4)     | \$13.95 |
| HEA5908 | CYBERTRONIC CHASSEURS (4)  | \$13.95 |
| HEA5909 | CAPITOL SPECIAL FORCES (4) | \$13.95 |
| HEA5910 | CARTEL SPECIAL AGENTS (4)  | \$13.95 |
| HEA5911 | UNDEAD LEGIONAIRES #2 (4)  | \$13.95 |
| HEA5912 | BROTHERHOOD TROOPERS (4)   | \$13.95 |
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| HEA5915 | SCREAMING LEGIONAIRES (4)  | \$13.95 |
| HEA5916 | BROTHERHOOD ELITE TRPS (4) | \$13.95 |
| HEA5917 | HERETIC LEGIONAIRES (4)    | \$13.95 |
| HEA5918 | HELLFIRE CART WITH CREW    | \$13.95 |
| HEA5919 | HATAMOTO (4)               | \$13.95 |
| HEA5920 | ETOILES MORTANT (4)        | \$13.95 |
| HEA5921 | MARTIAN BANSHEES (4)       | \$13.95 |
| HEA5922 | COMBAT WARHEADS (4)        | \$13.95 |
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| HEA5924 | MACHINATORS                | \$13.95 |
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| HEA5930 | BAUHAUS BLITZER            | \$13.95 |
| HEA5931 | TRENCHER REGULARS          | \$13.95 |
| HEA5932 | MORNING WOLVES             | \$13.95 |
| HEA5933 | SUNSET STRIKER             | \$13.95 |

|         |                               |         |
|---------|-------------------------------|---------|
| HEA9601 | CARDINAL DOMINIC (1)          | \$5.50  |
| HEA9602 | NEPHARITE OF ALGEROTH (1)     | \$5.50  |
| HEA9603 | VALPURGUS NEPHARITE OF ALHAI  | \$5.50  |
| HEA9604 | RAZIDE (1)                    | \$6.95  |
| HEA9605 | PRETORIAN STALKER #1 (1)net   | \$5.50  |
| HEA9606 | PRETORIAN STALKER #2 (1)net   | \$5.50  |
| HEA9607 | MORTIFICATOR (1)net           | \$4.50  |
| HEA9608 | MORTIFICATOR LEAPING (1)net   | \$4.50  |
| HEA9609 | EZOGORUL (1)net               | \$19.95 |
| HEA9610 | NEPHARITE OF DEMOGONIS #1 net | \$9.95  |
| HEA9611 | NEPHARITE ALKHAH net          | \$9.95  |
| HEA9612 | CURATOR net                   | \$3.95  |
| HEA9613 | NECROMOWER net                | \$13.95 |
| HEA9614 | ATILLA 3 CUIRASSIER net       | \$6.95  |
| HEA9615 | DEMOGONIS NEPHARITE net       | \$9.95  |
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| HEA9617 | MUAWIJEH NEPHARITE (1) net    | \$9.95  |
| HEA9618 | ZENITHIAN SOULSLAYERS net     | \$9.95  |
| HEA9619 | RAMS AIR CAVALRY net          | \$5.50  |
| HEA9620 | BROTHERHOOD MYSTIC net        | \$4.50  |
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## Necromunda

### GAM

### NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this brings a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, ganntries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 800 rulebook, 88 page sourcebook, 8 point modelling and painting guide, 2 plastic rulergrids, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! **\$99.00**

### OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wynds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **\$60.00**

### NECROMUNDA Battles in the Underhive

A compilation of some of the most sought after Necromunda articles from the pages of White Dwarf and the Citadel Journal. Also contains new event cards and rules for using them, an article about playing the feared Adeptus Arbitres, and Triple Cross: a brand new scenario by Andy Chambers. **\$31.50**

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## Silent Death

### IRO Silent Death: The Next Millennium \*\*/##

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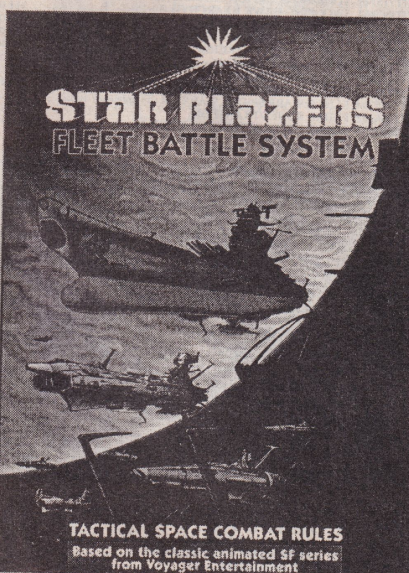


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## Star Wars

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## Star Wars Miniatures

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| WES40459 | REBEL TAUNTAUN PATROL                 | \$19.95 |

## Space Rangers

**SPACE RANGERS** \$50.00  
This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armour normal Space Marines. There are ten squad leaders, each with a unique sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotting bases.

## Warhammer 40,000

**GAM WARHAMMER 40,000 BOXED SET**  
Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Greenchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flammers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc.

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore their first break test failure, & they have an improved saving throw for their armor. There are now a limited number of moves in which to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having its own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **\$119.95**

**INFERNO MAGAZINE #2** Issue #1 lasted a whole 60 seconds, and is sold out world wide. We have been able to grab quite a number of issue two, but be quick, we can't get anymore when it's sold out. Contains short stories and comic strips set in the Warhammer Fantasy and 40,000 universes, including a story following a Chaos invasion of the world Tenebrae, where even an Emperor class Titan could not stem the invasion! **\$5.00**

**INFERNO MAGAZINE SUBSCRIPTION** If you would like to take out a subscription to Inferno Magazine, it's \$30.00 for 3 issues, \$57.00 for 6 issues, & \$108.00 for 12 issues.

**WARHAMMER MONTHLY** Games Workshop are now producing a Warhammer comic magazine, to be released monthly. Features top quality comics set in the Warhammer Fantasy and Warhammer 40,000 universes. **\$5.00 each or \$55.00 for 12 issues.**

**CODEX ASSASSINS** The Imperial Assassins are totally awesome combatants, each one trained to excel in all the arts of death

and use some of the most deadly weapons in the Imperium. This book gives rules and background for Vindicare, Callidus, Evensor and Culexus Assassins. **\$16.00**

**CODEX SPACE WOLVES** Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc. **\$31.50**

**CODEX ELDER** The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Social rules for Eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc. **\$31.50**

**CODEX ORCS** 96 page book detailing the orcs, gretchin, and snottlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snottling ammo, and those crazy Ork artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'easy metal painting guide. **\$31.50**

**CODEX ULTRAMARINES** The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marnes Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as well as Terminator Gauntlets with twin bolters, Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. **\$31.50**

**CODEX TYRANIDS** At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasts include Gargoyles, which are flying Termagants armed with flamers; Hormagants, which are tough Termagants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zanthrope, a special psyker monster, spore mines & their living laucher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spineset, etc, and lots of living bio wargear, including regenerate wounds, voltage field, adrenal sac, sharpened claws, etc. I have a large and impressive Tyranid army. For 2,000 points I like to field around 5-6 Lictors with Voltage fields and about sixty Hormagants, lead by a mighty Hive Tyrant with a Venom Cannon. Termagants with Stranglewebs are a handy way of sticking enemies in place. **\$31.50**

**CODEX IMPERIAL GUARD** The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Organisation details, painting guides. **\$31.50**

**CODEX ANGELS OF DEATH** The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion: they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other special characters, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **\$31.50**

**CODEX CHAOS** Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why. **\$31.50**

**CODEX SISTERS OF BATTLE** Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. This book contains full details and rules for all the fighters of the Ecclesiarchy from the Frateris Militia to the zealous Confessors, stalwart Preachers, questing Missionaries, Sister Superiors, Canonesses, elite Seraphim squads and the awesome flame-throwing Immolator tank. With full army lists. **\$31.50**

**SQUAT ARMY LIST** Armocast has produced an excellent Squat Army List in their great *Inquisitor Magazine* #15, which contains articles written for 40K. The list is divided into two separate armies; Brotherhood and Engineers Guild, each with separate army lists, but you can field a force containing both armies, with each meeting all requirements. The lists include Hearthguard troops, Ancestor Lords, Berserker Squads, rikes, bikes, vehicles, support weapons, Engineer Guildmasters, Demo, Diamond, Ruby, Iron, and Lightning Hammer Squads, plus wargear lists, wargear cards, etc. **\$7.50**

**WHITE SCAR MARINE CHAPTER** An excellent though unofficial new Space Marine Chapter is given in *Mars Magazine* #3: the White Scar Marines. These Marines have modelled themselves upon the medieval Mongols. The army list contained in this magazine uses the Codex Ultramarines as a base, but lists many changes and special characters, which include: Scouts riding horses, veteran squads riding bikes, the chapter leader, Baidar Khan has his own personal Leman Russ and he fires the turret weapon with a BS of 7, Subatari Khan with special lightning claws, A Shaman as a psyker with a special bonus ability, and other characters! **\$5.00**

**DARK MILLENNIUM** The boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game, if there are 3 psychers, you throw 3D6, and get that many cards



# 62 - Miniatures: Science Fiction

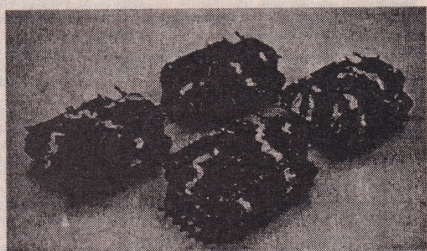
evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. \$67.00

**'EAVY METAL MODELLING GUIDE** 80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, Chaos Dragon, etc. \$30.00

**HOW TO MAKE WARGAMES TERRAIN** Nothing looks better than a gaming table crammed with exciting scenery. This book shows you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and cratered battlefields of the far future. Highly recommended. For Warhammer Fantasy & 40K. \$30.00

**STORM OF VENGEANCE** Nine challenging battles in a variety of different formats for Warhammer 40,000! Two mighty Ork warlords, Ghazghkull and Nazdreg, have joined forces to invade the Imperial planet of Piscina IV. It's up to the 3rd Company of the Dark Angels, led by Master Belial, to contain the Ork's initial onslaught and reclaim the world from their savage green skinned foes. Includes a large Power Plant card building with plastic pieces, a warp portal card template, scenario book, and two briefing books. \$36.00

**INQUISITOR MAGAZINE # 16** A Warhammer 40,000 forum magazine, this one featuring Chimera variants which have full datafaxes, datafax for Super Heavy Baneblade, Super Heavy Shadowword, Tempest, and Tyrant vehicles. \$7.50



## Warhammer 40,000 Miniatures

### 40K Boxed Armies

**BLOOD ANGELS SPACE MARINE ARMY** \$280.00  
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.

**SPACE ORK ARMY** \$300.00  
1000 point army - Ghazghkull, Makari, Runthred, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kaanon, Dreadnought, Snottling Herd.

**ELDRAR ARMY** \$310.00  
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reuper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.

**CIT0510 ULTRAMARINES ARMY** \$285.00

**CIT0512 TYRANID ARMY DEAL** \$370.00

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*Includes an 8 page booklet, Imperial Shrine, pack of transfers, and 19 figures, including 5 Seraphim, 9 Sisters of Battle, 1 Sister Superior, 1 Banner Bearer, 1 Sister with Special Weapon, 1 Sister with Heavy Weapon, 1 Cannon.*

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**CIT703098 CHAOS PLAGUE MARINE W/SPECIAL WEAPON (1)** \$9.00

**CIT703089 FABIUS BILE (1)** \$14.50

**CIT703098 CHAOS PLAGUE MARINE CHAMPION (1)** \$9.00

**CIT703111 CHAOS SPACE MARINE TERMINATOR (1)** \$11.50

**CIT703128 CHAOS TERMINATOR WITH REAPER AUTOCANNON** \$11.50

**CIT703135 CHAOS TERMINATOR WITH HEAVY FLAMER (1)** \$11.50

**CIT703149 CHAOS SPACE MARINE WITH HEAVY BOLTER (1)** \$9.00

**CIT98494 CHAOS SPACE MARINE WITH HEAVY BOLTER (1)** \$11.00

**CHAOS SPACE MARINE SORCERER (1)** \$13.50

**CIT703189 KHARN THE BETRAYER (1)** \$14.50

**CIT703203 AHRIMAN CHAOS SPACE MARINE SORCERER (1)** \$14.50

**CIT703265 CHAOS SPACE MARINE VETERANS (1)** \$14.50

**CIT703210 CHAOS SPACE MARINE TRANSFERS** \$11.00

**CIT703227 CHAOS KHORNE BERSERKER CHAMPIONS (1)** \$9.00

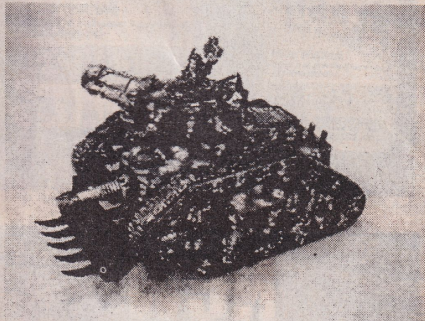
**CIT703254 CHAOS MARINE KHORNE ICON (1)** \$9.00

**CIT703239 CHAOS NURGLINGS (9)** \$9.00

**CIT703258 CHAOS PLAGUE MARINE ICON (1)** \$9.00



|            |  |         |
|------------|--|---------|
| CIT722136  | VINDICARE ASSASSIN (1)                   | \$11.50 |
| CIT979329  | CALLIDUS ASSASSIN (1)                    | \$11.50 |
| CIT979312  | EVERSOR ASSASSIN (1)                     | \$11.50 |
| CIT722167  | IMPERIAL GUARD DECALS                    | \$11.00 |
| CIT722174  | CATACHAN TROOPERS & SERGEANT (4)         | \$14.50 |
| CIT722181  | CATACHAN'S WITH SPECIAL WEAPON (4)       | \$14.50 |
| CIT722198  | CATACHAN HEAVY WEAPON (1)                | \$14.50 |
| CIT722204  | CADIAN TROOPERS WITH SERGEANT (4)        | \$14.50 |
| CIT722211  | CADIAN TROOPERS WITH SPECIALIST (1)      | \$14.50 |
| CIT979527  | CADIAN WITH MISSILE LAUNCHER (1)         | \$16.00 |
| CIT979534  | CADIAN WITH AUTOCANNON (1)               | \$16.00 |
| CIT979541  | CADIAN WITH HEAVY BOLTER (1)             | \$16.00 |
| CIT9791709 | CADIAN SPECIAL WEAPON (2)                | \$11.50 |
| CIT979701  | VALHALLAN SERGEANT (1)                   | \$9.00  |
| CIT722242  | VALHALLAN TROOPERS & SPECIALIST (4)      | \$14.50 |
| CIT722259  | VALHALLAN HEAVY WEAPON (1)               | \$14.50 |
| CIT105039  | VALHALLAN LIEUTENANT                     | \$9.00  |
| CIT979510  | VALHALLAN MORTAR                         | \$16.00 |
| CIT9797497 | VALHALLAN LASCANNON                      | \$16.00 |
| CIT722266  | MORDIAN TROOPERS & SERGEANT (4)          | \$14.50 |
| CIT722273  | MORDIAN TROOPERS & SPECIALIST (4)        | \$14.50 |
| CIT9791785 | TALLARN DESERT RAIDERS (3)               | \$13.50 |
| CIT9797442 | TALLARN MISSILE LAUNCHER                 | \$16.00 |
| CIT9797459 | TALLARN AUTOCANNON                       | \$16.00 |
| CIT722309  | TALLARN TROOPERS & SPECIALIST (1)        | \$14.50 |
| CIT722319  | TALLARN HEAVY WEAPON (1)                 | \$14.50 |
| CIT722327  | CAPTAIN CHENKOV OF VALHALLA (1)          | \$14.50 |
| CIT722339  | CAPTAIN AL'RAHEM (1)                     | \$14.50 |
| CIT722349  | CATACHAN JUNGLE FIGHTER CAPTAIN (1)      | \$11.50 |
| CIT722379  | CATACHAN SPECIAL WEAPONS (2)             | \$14.00 |
| CIT9797619 | CATACHAN CAPTAIN (1)                     | \$13.50 |
| CIT979763  | CATACHAN LIEUTENANT (1)                  | \$11.00 |
| CIT9790566 | VALHALLAN SPECIAL WEAPONS (2)            | \$11.50 |
| CIT9797466 | MORDIAN IRON GUARD MORTAR                | \$16.00 |
| CIT9797473 | MORDIAN IRON GUARD HEAVY WEAPON          | \$16.00 |
| CIT9797480 | MORDIAN IRON GUARD LASCANNON             | \$16.00 |
| CIT722419  | TALLARN SPECIAL WEAPONS (2)              | \$11.50 |
| CIT722429  | PRIMARIS PSYKER (1)                      | \$9.00  |
| CIT722439  | IMPERIAL GUARD COMMISSAR (1)             | \$9.00  |
| CIT722459  | COMMISSAR OPERATOR & SP WEAPON (2)       | \$14.50 |
| CIT9794374 | STORM TROOPER SERGEANT & SPECIAL WPN (1) | \$16.00 |
| CIT9797435 | STORMTROOPER WITH AUTOCANNON             | \$16.00 |
| CIT9797435 | STORMTROOPER WITH HEAVY BOLTER           | \$16.00 |
| CIT722489  | STORM TROOPER HEAVY WEAPON & CREW (1)    | \$14.50 |
| CIT724017  | ADEPTUS ARBITES CAPTAIN (2)              | \$14.50 |
| CIT724024  | ADEPTUS ARBITES WITH SHOTGUN (2)         | \$13.50 |
| CIT724031  | ADEPTUS ARBITES WITH BOLTER (2)          | \$11.50 |
| CIT724109  | IMPERIAL FORCES PSYKER (1)               | \$9.00  |
| CIT9797350 | IMPERIAL OGRYNS (1)                      | \$22.50 |
| CIT724215  | ROUGHDRIDER (1)                          | \$9.00  |
| CIT979783  | IMPERIAL GUARD ARMOR TRANSFERS           | \$11.00 |



|                           |                             |         |
|---------------------------|-----------------------------|---------|
| <b>TYRANID BOXED SETS</b> |                             |         |
| CIT999679                 | CARNIFEX (1)                | \$54.00 |
| CIT999682                 | TYRANID HIVE TYRANT (1)     | \$54.00 |
| CIT999675                 | TYRANID LICTOR (1)          | \$36.00 |
| CIT0675                   | TYRANID TERMAGANTS (6)      | \$16.00 |
| CIT0675                   | TYRANID WARRIORS (3)        | \$30.00 |
| CIT0676                   | PURESTRAIN GENESTEALERS (6) | \$15.00 |

|                 |                                   |         |
|-----------------|-----------------------------------|---------|
| <b>TYRANIDS</b> |                                   |         |
| CIT726691       | TERMAGANTS WITH FLESHBORER (3)    | \$14.50 |
| CIT726707       | TERMAGANTS WITH SPIKE RIFLE (3)   | \$14.50 |
| CIT9797282      | GARGOYLES (1)                     | \$11.00 |
| CIT726721       | TERMAGANT WITH WEB STRANGLER (3)  | \$14.50 |
| CIT726738       | BIOVORE (1)                       | \$18.00 |
| CIT9797251      | HORMAGANTS (2)                    | \$13.50 |
| CIT726752       | TYRANID WITH SPINEFIST (1)        | \$18.00 |
| CIT726769       | TYRANID WITH DEVOURER (1)         | \$18.00 |
| CIT726776       | TYRANID WITH LASH WHIP (1)        | \$18.00 |
| CIT9797213      | TYRANID WITH VENOM CANNON (1)     | \$22.50 |
| CIT726790       | TYRANID WITH BARBED STRANGLER (1) | \$18.00 |
| CIT9791260      | TYRANID RIPPER SWARM              | \$16.00 |
| CIT9797183      | TYRANID ZOANTHROPE (1)            | \$22.50 |

## Paint & Accessories

### DICE

**KOP 60mm 6 Sided Dice** A large 6cm gem dice with 6 sides. Watch the gaming board bounce under its weight. **\$22.50**

**KOP 70mm 6 Sided Dice** D6 gem dice - 7cm wide! You could use it for a book-end. **\$30.00**

**KOP 80mm 6 Sided Dice** A huge 8cm gem dice with 6 sides, all you need to knock out your opponents with. **\$37.50**

**JED Poly Dice** High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **\$0.65**

**JED Gem Dice** More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colours. You may state a preference, but we will supply at random if color not available. **\$1.00**

**JED Sparkle Dice** Clear gem dice with some coloured sprinkles inside. D4, D6, D8, D10, D12, D20 - available in several colours. You may state a preference, but we will supply at random if color not available. **\$1.25**

**JED Pearl Dice** Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. D4, D6, D8, D10, D12, D20 - available in several colours. You may state a preference, but we will supply at random if color not available. **\$1.25**

**KOP Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark. A glow in the dark D4, D6, D8, D10, D12, & D20. **\$12.95**

**KOP Star Dice 25mm 6 sided** Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are red, black, and white dice. **\$2.95**

**KOP 30 Sided Opaque Dice** A large 30 sided opaque dice, in assorted colors. **\$4.95**

**KOP 30 Sided Gem Dice** A large 30 sided transparent dice, in assorted colors. **\$4.95**

**KOP 100 Sided Dice** The perfect percentile dice, this dice has 100 faces - though you'll have to wait half an hour for it to stop rolling. **\$13.00**

**KOP Dragon 6 Sided Dice** A 16mm 6 sided dice with a dragon instead of a '1'. **\$2.00**

**KOP Skull 6 Sided Dice** A 16mm 6 sided dice with a skull instead of a '1'. **\$2.00**

**KOP Skunk 6 Sided Dice** A 16mm 6 sided dice with a lovable skunk instead of a '1'. **\$2.00**

**KOP Teddy Bear 6 Sided Dice** 16mm 6 sided dice with a cute teddy bear instead of a '1'. **\$2.00**

**KOP Unicorn 6 Sided Dice** A 16mm 6 sided dice with a unicorn instead of a '1'. **\$2.00**

**KOP Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. **\$2.75**

**KOP Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! **\$2.75**

**CHX Elemental Dice** These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals*, *Sea Elementals*, *Fire Elementals*, *Earth Elementals*. Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) **\$10.95 each**

**CHX Speckled Dice** These are stunning speckled dice like the *Elemental Dice*. The colors available are: Jungle Camouflage, Strawberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest, Pluto, Venus, Mercury, Terra, Uranus, Mars. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s.

**CHX 22mm D6 Speckled Dice (3)** These are the same style of speckled dice as the *Elemental Dice*, except bigger! You get includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. **\$7.00**

**CHX 36mm D6 Speckled Dice** These are the same style of speckled dice as the *Elemental Dice*, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. **\$11.00**

**ARMEDIE-100 BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **\$5.95** The dice are also available individually for **\$1.20** each. They are House Kurita, House Steiner, House Liao, Clan Ghost Bear, Wolf's Dragoons, and Wolfnet.

**ARMEDIE-110 BattleTech Dice (6)** This includes six stunning pearlised dice, six different colors, each with a BattleTech House to Clan design instead of the number six. **\$5.95** The dice are House Marik, Clan Wolf, Clan Jade Falcon, F-C, Ghost Bears, and one I don't recognise.

**KOP Small Dice Bag** A cloth dice bag 4" by 5" in size. Several different colors. **\$4.00**

**KOP Large Dice Bag** A cloth dice bag 6" x 9" in size. Several different colors. **\$8.00**

**KOP Middle Sized Suede Dice Bag** A suede dice bag 6" x 7" in size. Just suede color. **\$11.00**

**KOP Large Suede Dice Bag** A suede dice bag 7" x 8" in size. Just suede color. **\$14.00**

## Wargames Accessories

**AH Avalon Hill Counter Tray** A clear plastic counter tray with lid and dice-wells for forgetful gamers! **\$5.00**

**ARM Hex Pad** Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other. **\$3.00**

## Miniatures Accessories

**FJS31-560 Sawframe with Fine Blade** A top quality sawframe with fine blade, perfect for making fine cuts on metal or plastic miniatures. Sawframe is 130 x 80mm in size. **\$15.95**

**FJS18-435 Extra Blades for Sawframe** A pack of 12 fine blades for the above sawframe. **\$3.95**

**ARM0090/12 Metal Needle Files Set (12)** A magnificent set of twelve different miniature files for using on miniatures. Each handle is scored to enable a strong grip, and the files include a flat rectangular file, flat pointed file, 2 different round files, triangular file, square file, round files, etc. Fantastic value. **\$29.95**

**ARM17018BL Grip Art Knife with Black Handle** A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. **\$5.95**

**ARMP-319 Dual Helping Hand with Magnifier** A great aid to painting miniatures. This is an extra pair of hands. It includes

a sturdy, weighted base with two adjustable grips for holding any miniature or part, and an adjustable magnifying glass 65mm in diameter, so that you can paint those tiny details without going blind, while the grips hold the figure motionless. No more shaky hands. **\$31.95**

**WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)** Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note: large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. **\$8.00**

**JED Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) **\$3.50**

## MILLIPUT

We now have a new source of Milliput - which means that each stick is fresh and soft. Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement. It can be sculpted and when it goes hot hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

|                     |         |
|---------------------|---------|
| Milliput Standard   | \$8.95  |
| Milliput Super Fine | \$14.50 |

## CHESSEX FIGURE CASES

|  |         |
|--|---------|
| CHX2850 80 Compartments (2 Pre-cut foam inserts) | \$45.00 |
| Suitable for 25mm humanoid figures               |         |
| CHX2851 56 Compartments (2 Pre-cut foam inserts) | \$45.00 |
| Can carry 28 mechs, or 56 larger 25mm figures    |         |
| CHX2852 40 Compartments (1 Pre-Cut foam insert)  | \$45.00 |
| Various compartment sizes, for large figures     |         |

## CITADEL ACCESSORIES

|            |   |         |
|------------|---|---------|
| CIT83910   | SUPER GLUE 5 gram                                       | \$9.50  |
| CIT839155  | LIQUID POLY CEMENT                                      | \$6.00  |
| CIT97003   | GW FIGURE CASE  | \$31.50 |
| CIT0094    | GRASS GREEN MODELLING FLOCK                             | \$7.00  |
| CIT0096    | MODELLING SAND  | \$6.00  |
|            | Fine sand a light buff color - good stuff               |         |
| CIT0095    | MODELLING GRAVEL  | \$6.00  |
|            | Course ocre/brown color pebbles. Great for small rocks. |         |
| CIT420200  | METAL CLIPPERS  | \$12.00 |
|            | Sharp, powerful clippers, perfect for white metal figs. |         |
| CIT987535  | CITADEL FINE FILES (2)                                  | \$9.00  |
| CIT420322  | PIN VICE AND DRILLS                                     | \$15.00 |
| CIT420350  | TAPE MEASURE  | \$12.50 |
| CIT420360  | MODELLING KNIFE   | \$9.00  |
| CIT6993306 | FLOCKED HILLS (2) Small & Middle sized                  | \$20.00 |
| CIT988624  | UNFLOCKED HILLS (4) Kidney Shaped                       | \$20.00 |

|                              |                                    |        |
|------------------------------|------------------------------------|--------|
| <b>CITADEL PLASTIC BASES</b> |                                    |        |
| CIT991167                    | 25MM FANTASY BASES                 | \$5.40 |
| CIT841943                    | CAVALRY BASES                      | \$4.75 |
| CIT991143                    | MONSTER BASES                      | \$5.40 |
| CIT841967                    | FLYING BASES                       | \$4.75 |
| CIT841974                    | EPIC BASES                         | \$4.75 |
| CIT841981                    | WARHAMMER 40K BASES                | \$4.75 |
| CIT841998                    | 20MM FANTASY BASES                 | \$4.75 |
| CIT142487                    | 50MM NEW FANTASY MONSTER BASES (4) | \$4.75 |

|                         |                           |         |
|-------------------------|---------------------------|---------|
| <b>CITADEL CATALOGS</b> |                           |         |
| CIT0721                 | 1997 CITADEL ANNUAL ..... | \$19.00 |

|                     |                                |        |
|---------------------|--------------------------------|--------|
| <b>CITADEL DICE</b> |                                |        |
| CIT797202           | SUSTAIN FIRE DICE .....        | \$5.40 |
| CIT137299           | WARHAMMER BATTLE DICE .....    | \$5.40 |
| CIT991051           | WARHAMMER ARTILLERY DICE ..... | \$5.40 |

|                                |                                     |         |
|--------------------------------|-------------------------------------|---------|
| <b>CITADEL PAINTING GUIDES</b> |                                     |         |
| CIGWB07                        | EAVY METAL MODELLING GUIDE .....    | \$29.95 |
| CIGWB09                        | WARHAMMER ARMIES PAINTING GUIDE ... | \$29.95 |

## CITADEL PAINT

| PAINTS   |                           |        |
|----------|---------------------------|--------|
| CIT83301 | SKULL WHITE .....         | \$3.25 |
| CIT83302 | CHAOS BLACK .....         | \$3.25 |
| CIT83303 | BLOOD RED .....           | \$3.25 |
| CIT83304 | SUNBURST YELLOW .....     | \$3.25 |
| CIT83307 | Goblin Green .....        | \$3.25 |
| CIT83308 | FIERY ORANGE .....        | \$3.25 |
| CIT83310 | RUBY RED .....            | \$3.25 |
| CIT83311 | REGAL BLUE .....          | \$3.25 |
| CIT83312 | SMELLY PRIMER .....       | \$3.25 |
| CIT83313 | ULTRAMARINES BLUE .....   | \$3.25 |
| CIT83314 | BLAZING ORANGE .....      | \$3.25 |
| CIT83315 | DARK ANGELS GREEN .....   | \$3.25 |
| CIT83316 | BAD MOON YELLOW .....     | \$3.25 |
| CIT83317 | BLEACHED BONE .....       | \$3.25 |
| CIT83320 | ENCHANTED BLUE .....      | \$3.25 |
| CIT83321 | Bronzed FLESH .....       | \$3.25 |
| CIT83322 | SNAKEBITE LEATHER .....   | \$3.25 |
| CIT83323 | LEPROUS BROWN .....       | \$3.25 |
| CIT83324 | WARLOCK PURPLE .....      | \$3.25 |
| CIT83325 | LIGHTNING BOLT BLUE ..... | \$3.25 |
| CIT83326 | LICHE PURPLE .....        | \$3.25 |
| CIT83327 | VERMIN FUR .....          | \$3.25 |
| CIT83328 | BESTIAL BROWN .....       | \$3.25 |
| CIT83329 | SNOT GREEN .....          | \$3.25 |
| CIT83330 | ELF GREY .....            | \$3.25 |



